

Monstrous Mayhem

Spellcraft & Swordplay



by Jason Vey

THE NEW CLASS STRIKES AGAIN!

After awhile, goblins cease to be frightening, gold loses its luster, and underground dungeons, ruined cities and ancient temples cease to be an attraction. Your players want new sights, new adventures, and new threats to challenge their skill, might, and wits.

Fear not! For those Referees who need to give their game that spark of something new, we present **MONSTROUS MAYHEM**, the first source-book for Spellcraft & Swordplay! Within these pages you will find a new Elite Path, rules for hedge magic and legerdemain, mass combat, underwater adventures, a host of new monsters and more!

Designed for the Deluxe Edition of Spellcraft & Swordplay, but completely compatible with the original or revised editions, **MONSTROUS MAYHEM** will become an invaluable resource for players and Referees alike!



\$30.00 USD



MONSTROUS MAYHEM

A compendium of new ideas and rules options for

Spellcraft & Swardplay

By Jason Vey

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BOOK ONE

SWORDSMEN AND SPELLSLINGERS

INTRODUCTION

Welcome to *Monstrous Mayhem*, the first sourcebook for *Spellcraft & Swordplay*. This book is chock full of new rules, expansions, new character options, and monsters. It fills (I hope) some of the gaps left by the original sourcebook, including rules for naval and underwater adventuring, and mass combat. However, never forget that *S&S* is designed to be broad and open, with lots of room for Referee interpretation. Like any good rpg, the game is yours once you sit down at the table. Every roleplaying game is a toolkit for you and yours to use to build your own epic fantasy adventures, and *S&S* is no different.



In the end, please remember that all of the rules in this book are optional. While some will be assumed in future supplements (2d6 Thief skills, for example) and likely be

incorporated in any future editions of the game, you are not required to use any of these rules. “Never,” as Gary Gygax said, “let some barracks room lawyer force quotations from the rule book upon you, if it goes against the obvious intent of the game.” It is in the spirit of Gygax and Dave Arneson that these rules have been built, and we at Elf Lair Games hope that while you find a great deal of original and fresh material in these rules, that they are true to the legacy of the founding fathers of tabletop role playing games.

As a final note, all page references herein are to the Deluxe Hardcover Edition of *S&S*. Like its predecessor, *Monstrous Mayhem* is separated into three volumes.

Volume One: Men and Magic is the section you are now reading. It contains new character options, including expanded character advancement, a new elite path, and rules for hedge magic tricks that Wizards can throw around at will.

Volume Two: Combat and Conflict contains the new rules systems, mass combat, underwater adventuring, mass combat, and more.

Volume Three: Monsters and Magic contains a host of new monsters for your games, including quite a few mundane animals for those who felt *S&S* needed more regular, everyday critters, and a ton of new monster special abilities for use with the monsters herein or when designing your own monsters.

EXPANDED CHARACTER ADVANCEMENT

Characters in *S&S* may advance beyond tenth level, continuing the progression of existing abilities, though they gain few new abilities for doing so. Each level past tenth

requires 250,000 additional experience points, grants an additional hit die for hit points, and continues the progression of attacks and special abilities based on prior

patterns. Referees should extrapolate from existing class tables the advancement of abilities past tenth level.

Of these progressions, attacks and spell progressions will be the most difficult. Referees should use their best judgment and, if there doesn't seem to be a steady progression, use the attack progression displayed from levels 6-10 as a guide. Generally speaking, spell progressions max

out when a character can have eight spells of every level prepared at once.

As explained later under "Elite Path Spell Lists," certain "Elite" spells would not be available to standard spell casters as they would raise beyond sixth level for Wizards, and beyond fifth level for clerics. If the Referee desires, these spells can fill higher spell levels, gained by standard casters at levels beyond ten.

WIZARDS: FEATS OF LEGERDEMAIN

This optional addition to the Wizard class (and all of its Elite Paths), allows arcane spell weavers to perform minor magical feats, sometimes called "0-level spells," "cantrips" or "tricks," but which we refer to as feats of Legerdemain.

These types of tricks, while useful for practical, everyday applications, are among the first minor magicks that apprentice Wizards learn in their early years. They are incapable of causing any real damage or harm to anyone, and mostly function as useful living aids or stage tricks. With legerdemain, a Wizard can appear to pull a rabbit out of a hat, make a bird in a cage disappear, or clean the mud off of someone who falls into a puddle. He can perform tricks such as flashy light shows, puffs of smoke, or creating a tiny flame, just enough to light a candle or fire. Feats of Legerdemain can also be used in conjunction with other spells, to give a Wizard a "signature" look. For example, Gorgoth the Mighty may cast green fireballs that scream through the air, or lightning bolts that are purple and yellow.

Calling these tricks minor feats does not mean they can't be useful in practical situations. Instantly lowering the temperature of a metal weapon to freezing can startle an enemy, for example, and can causing the enemy's attention to shift away

for an instant can provide an opening for an opportunistic attack by a fighter. Referees who decide to allow Legerdemain should roll with the creativity of their players, but should be careful how they allow such Feats to be used, so that they don't become overpowering.



COMMON FEATS OF LEGERDEMAIN

While Wizards can craft their feat of Legerdemain on the fly, as it were, the following are some of the more common effects created. The final use of these, and

all restrictions upon them, as always, are at the discretion of the Referee.

Affect Person: This trick can make a person blink, yawn, sneeze, cough, twitch, or even belch. The subject gets a Saving Throw with a Target Number equal to the Wizard's Legerdemain check (see below).

Clean: The Wizard can instantly remove mud, dirt, grease, or any other kind of visible filth from a surface or subject. The effect can be used to banish mud and filth, remove dust, or polish and shine metal, leather, or wooden surfaces that have been scuffed or tarnished.

Color: The Wizard can restore faded colors to their original brightness or alter the shade of an existing color, though he cannot add colors or change a color entirely. He cannot remove all colors in light to create darkness, or increase or reduce the brightness of light in any way. He can, however, bring forth one color of the spectrum over the others, making the light appear colored.

Cool: This feat is often used to chill drinks or foodstuffs. By use of this trick, the Wizard can instantly reduce the temperature of up to one cubic foot of any non-living matter to its freezing point for an instant, after which it warms normally to the ambient air temperature. Note that an instant of chilling an object to freezing is *not* enough to freeze liquid solid; this would take longer than a split second to achieve. It is enough, however, to make that lukewarm beer ice cold.

Dry: This trick allows the Wizard to remove liquid from a wet object. He cannot use it to dry up a puddle of water, but can use it, for example, to dry wet kindling for purposes of starting a fire in difficult conditions.

Flavor: The Wizard can add flavor and spice to otherwise bland food. The exact flavor is up to the Wizard.

Mend: The Wizard can fix minor breaks in fabric or goods. If a piece of clothing has torn, this will stitch it up. If a cup has broken, this will restore it. Such fixes, while sturdy and permanent, are always visible; clothing will show stitches and the cup will show cracks where it was restored. This makes the trick worthless for restoring valuable antiques that have been broken, but quite useful for keeping things in working order.

Signature: The feat of legerdemain that allows Wizards to alter the visual and audio effects of their spells. This trick cannot alter the mechanical effects in any way (save that a Wizard casting a screaming fireball might, at the Referee's option, draw attention to the group) but is used merely to add a little taste of the Wizard's signature style to her casting.

Spark: This feat will instantly light dry kindling, just as would a flint and tinder. It can be used for sparking campfires, lighting candles or lanterns, or can spark a point of oxygen in mid-air, creating a brief flash of light, puff of smoke, and quiet popping sound, generally good for little aside from a special effect, or signal spark to those within 100 feet of the caster.

Stage Magic and Sleight of Hand: Other effective tricks involve distracting audiences, bringing small objects to the caster's hand from 2 feet away, hiding or palming objects temporarily, or reshaping existing objects for an instant or a minute.

Transmute: This trick will change one object to another of similar size and type for 2d6 minutes. An organic object cannot be changed into an inorganic one and vice-versa, nor may an animal become a plant or a plant an animal. Thus, a rabbit could

be turned into a cat, but not into a flower, piece of stone, or a full-sized person. The alteration is one of appearance only, and thus when changed, the subject gains none of the special abilities of the new form, but may lose some of his own (turning a human into a Rottweiler, for example, does not grant scent or a bite attack, but does rob the human of his ability to speak and wield weapons). The trick does not work on unwilling intelligent subjects, so a Wizard cannot turn an enemy into a helpless dog during combat, but could transform a willing friend into an animal for purposes of amusing an audience.

USING FEATS OF LEGERDEMAIN

Feats of Legerdemain are cast using a Legerdemain check. This check is simply an Intelligence Ability check, adding half the level of the Wizard (rounded up) as a bonus instead of the standard +1 per three levels. At the Referee's option, unwilling subjects *may* be allowed a saving throw, using the Wizard's Legerdemain check result as the target. Generally, only targets with levels in a class should gain any kind of save, and then only when it's a story-effecting event such as distracting an enemy in combat.

Casting a Feat of Legerdemain takes one action, and can be combined with other actions in a round, including attacks, movement, or spell casting (thus allowing a 4th-level Wizard to cast "Signature" on his first attack and "Fireball" on his second, creating that purple laughing skull that explodes in a ball of flame). Alternately, for characters without multiple attacks, the *Signature* Feat of Legerdemain (and *only* the *Signature* trick) can be used in place of movement, allowing even a 1st-level Wizard to cast that laughing skull as long as he doesn't move.

COUNTERSPELLS AND LEGERDEMAIN

Wizards can use counterspells (S&S, p. 98) against Legerdemain tricks if they desire. The process is identical to that in the core book, save that damage suffered from a countered Trick is subdual and temporary damage, not real spell backlash, and the damage is only half that of a normal countered spell (1d6, halved, of subdual damage).

HEDGE CRAFT

In a high magic campaign and at the Referee's option, non-Wizards can learn to use Legerdemain. These practitioners are called HedgeWizards or Hedgewitches, and their craft, Hedgecraft. The procedure is simple. First, only core classes can choose this option; Elite Paths cannot gain Hedgecraft, save Wizard Elite Paths, who automatically gain Legerdemain as a Wizard ability.

Second, characters must adopt this option at character creation, and doing so costs or delays them a class ability:

- Warriors lose their Combat Reflexes or Slaughter ability, or delay Weapon Mastery until 3rd level, at which point it begins at first level ability (player's option).
- Priests delay the acquisition of Healing Touch until third level, at which point it begins at first level ability (probably why so few Priests actually use Legerdemain).
- Thieves either lose their Crypto-Linguistics ability (in which case they cannot gain Legerdemain until 3rd level) or delays the acquisition of Vital Strike until 3rd level, at which point it begins at first level proficiency (player's choice).

These HedgeWizards and witches are either those who once were Wizardly

apprentices and failed in their studies, or those born with “The gift,” but who were

never taught to hone their magical affinity.

NEW ELITE CHARACTER PATH

The following new Elite Path for starting player characters, along the same lines as those in the core rulebook, may only be taken by characters who meet the requirements at character generation, and advances on the same advancement table as their parent class, adding 10% to all required totals. Unless otherwise stated, Elite Paths gain all the abilities of their parent class as well as their own special abilities. Referees should carefully adjudicate entry into these paths, as they are clearly more powerful than their base, parent classes (hence their more stringent entry requirements).

BARD (THIEF ELITE PATH)

Bards are traveling singers, poets, and storytellers, renowned for their knowledge of general history and lore, and widely appreciated for their skills as entertainers, orators, and even forgers. Many use prestidigitation and tricks of legerdemain to enhance their abilities (and to make a few extra coin on the sly). Bards are travelers by nature, they are drawn to the path of adventuring due to the constant need for new tales to tell, poems to write, and songs to sing. They are generally a welcome addition to adventuring groups as their knowledge with language, forgery, and lore, as well as their ability to make extra money from entertainment is well-valued.

To enter this path, a character must have a Charisma of at least 15 and an Intelligence and Dexterity of at least 14. Bards can wear the same armor and wield the same weapons as a Thief. They tend to be Neutral (unaligned) in alignment, but can be found representing any persuasion. Bards may be of any race.

In addition to normal Thief abilities, Bards gain the following special abilities:

Favored Abilities: Bards choose two of their Ability Scores to designate as “Favored.” When making any check involving these two abilities, be it an Ability Check, save, or any other roll that utilizes a bonus from one of these two abilities, the Bard adds +1 to the check at first level. This bonus increases to +2 at fourth level and +3 at eighth level.

Lore: No matter what the subject, the Bard may always make an Intelligence Ability Check to divine some useful information. This check is penalized or granted a bonus based on the rarity of the information (difficulty table, S&S p. 81). For example, the group finds a finely crafted sword that they suspect is magical. The Bard may make an Intelligence check based on the appearance, craftsmanship, and certain markings on the sword to recall a story about this specific weapon’s history that may reveal some of its powers. Bardic Lore checks are treated as Background skills, gaining a +1 bonus at first level, and an additional +1 every three levels thereafter (starting at level 3). This bonus stacks with appropriate bonuses from normal Background skills.

Magical Entertainment: Bards can achieve mystical ends with their performance, be it singing, poetic or dramatic recitation, storytelling, motivational speech, or even comedic mime. The only requirement is that the recipient or target must be able to receive the performance. That is, if the performance is vocal, the target must hear it. If the performance is visual, the target must see it. Complete understanding is not necessary for the effects to work. They are

mystical in nature and communicated through a form of empathic transmission. The effects are of a basic nature, but improve in potency as the Bard increases in level. While performing, the Bard can take no other action but to move and make Saving Throws as needed. The effects the Bard can produce are as follows, and all are activated by a Charisma check resisted by the target's Wisdom Check:

Affect Mind: The Bard can affect any single creature she chooses as though they were the target of a *Charm Person* spell cast by a Wizard of the same level as the Bard. At Fourth level, the Bard can charm up to 4 creatures or can choose, instead of charming a target, to *hold* the target as though she had cast a *Hold Person* spell. This hold effect lasts as long as the Bard continues to perform. At level eight, the Bard can choose to charm up to eight creatures, or, instead of her other effects, to cause *Fear* or *Confusion* as per the spells, so long as she keeps performing. Finally, at level ten, the Bard's power of persuasion is so potent that she can charm up to twenty creatures, or can cause a single target to be affected as if a Wizard had cast *Feeblemind* on them.

Bolster Confidence: The Bard can, through performance, enhance the abilities of his allies. This ability grants a bonus to all attack rolls, damage rolls, saving throws, and Ability Checks equal to half the Bard's levels, so long as the Bard continues to perform.

Prestidigitation: Bards can perform minor magical effects of illusion. While not true spellcasters, they cast these spells as

though they were a first-level Wizard, though they are not restricted to a limited number of spells per day and need not maintain a spell book. All Bards know the spells *Dancing Lights*, *Light*, and *Detect Magic*. At level four, they learn the spell *Phantasmal Image*, and at level ten they can use *Projected Image*.



Well Educated: Bards choose an extra Background at level one. If your Referee is not using backgrounds in game, Bards still choose one as a special ability of this class. At levels 5 and 10, the Bard chooses an additional background to add to his repertoire, but these backgrounds begin as though they were level one (i.e. at level 5, the Bard's new background adds only +1 as though it were level one, not +2 for him being a level 4-6 character). For more on background skills, see *S&S*, p. 83.



BOOK TWO

COMBAT AND CONFLICT

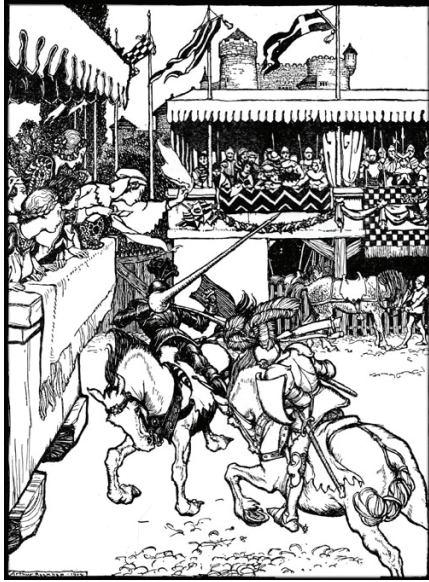
TOURNEYS

Tourneys are the grand sport of the medieval era. Peasants and nobility would turn out in droves to watch knights from all over the Western world come together to compete in tests of athleticism, combat, and skill. Knights that went on winning streaks in their event could achieve local and even international celebrity status. Like the religious festivals of ancient Rome, a tourney was a welcome respite from the harsh realities of everyday life, toiling in the fields or tending livestock, paying taxes, and struggling to survive. Indeed, there were knights who spent their entire lives (and no small sum from their subjects' purses) putting on and attending tournaments, never setting foot on a real battlefield. A fantasy medieval society would be little different. Many folks today know these contests as "Jousting matches," but in fact jousting from horseback was only one part (albeit the most prestigious part) of a tourney.

There are many possibilities for tournament events, limited largely by the imagination of the Referee and his campaign milieu, but this section will provide guidelines for running events in tests of combat, the joust, archery, and sorcerous duels.

THE BASICS

Historically, tent cities rose up around the tourney that included merchants, food vendors, *tons* of blacksmiths. Treaties could be struck at tourneys, marriages arranged, and even assassinations attempted. Beyond the rules presented herein, Referees should use tourneys as an opportunity for role playing, drama, and even intrigue.



An attack upon a noble sponsor could provide for an excellent adventure hook set in a tourney, as could a conspiracy developing against a powerful country by representatives from several smaller ones. Pick pockets, thugs, thieves, wine, women, and song are everywhere, and distractions ubiquitous. If you're going to use a tourney in your game, use it to its fullest. That's the best advice we can give.

Before diving in, it is important to remember that while accidents did happen, tourneys were *not* real battles, but friendly contests of skill. Hand weapons and lances were dull and blunted, and archers fired at targets of straw and wood.

Generally, in a fantasy milieu, tourneys will be open to adventurers as well as nobility, or at very least, such adventurer tourneys will co-exist with noble ones. This will provide player characters an opportunity to participate in the events rather than just

work behind the scenes (though as mentioned above, plenty of action can be had even amongst spectators).

The first step is to present oneself (usually through a herald) to the tournament registry, present qualifications, and indicate in which events a competitor wishes to participate. Qualifications for historical tourneys generally involved patents of nobility, scrolls that established one's lineage and title. In a fantasy tourney, adventurers might have with them Bardic scrolls—or even a hired Bard—to sing their exploits, demonstrating them worthy of standing in the tournament. What exactly constitutes qualifications in your game resides in the purview of the Referee.

If the participant is accepted, they may enter and compete! If they are rejected, it is still possible to enter as a spectator, possibly for a small fee. For inhabitants of the realm, this fee is paid from their taxes; visitors to the realm (such as adventurers) might be charged a few coppers or a silver to enter.

CONTESTS OF BATTLE

Contests of battle are usually classified by weapon; participants will compete in “the sword,” “the mace,” “the flail,” etc. Not every tourney will offer every weapon, and usually weapons such as spears aren't offered, as they not only present too much danger but are considered somewhat primitive.

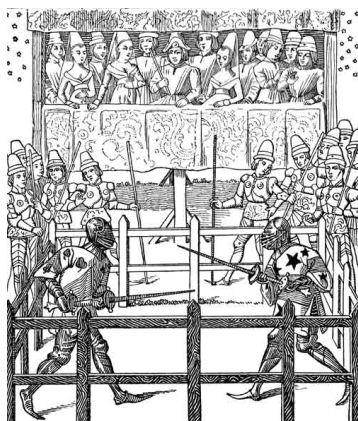
A contest of battle consists of participants exchanging blows, attempting to gain five points. Rather than a free-for-all, however, these combatants take turns being on the offensive and defensive. Warriors, of course, are the most common participants in these battles as their ability to penalize an opponent's strikes based on their Dexterity bonus is indeed a powerful edge.

These tournaments are different than normal battles, as the combatants are not usually trying to kill one another, but simply land what would otherwise be telling blows. Thus, instead of attacking the opponent's AC as standard, the system relies on opposed Ability Checks.

The basic procedure is as follows:

1. Determine Initiative
2. Winner chooses Right of First Strike, or Exchange of Blows
3. Attack and Defense Postures are declared secretly
4. Referee tallies and reveals bonuses
5. Ability checks are made, points scored, and additional effects (if any) applied.

Determine Initiative as normal. The winner gets the choice of First Strike or Exchange of Blows. Each party then determines an aiming point and a defensive posture, which is limited based on that aiming point as indicated in Table: Aiming and Defensive Posture (Battle). This defensive posture is called the Defense Considering Attack Posture, or DeCAP. These postures should be declared in secret, in writing, to the Referee, before blows are exchanged. The Referee tallies bonuses, and reveals the results based on the attacker's choice.



FIRST STRIKE

If the attacker chooses the right of First Strike, he makes an ability check (Strength or Dexterity, at the player’s option) with a total modifier equal to the difference between his total bonuses and his opponent’s (this can result in a penalty if the opponent’s bonus is higher than his). The attacker may add a bonus to his strike equal to the number of attacks he would normally get in melee combat, ignoring extra bonuses. Thus, a fourth level Warrior, with “4+3” attacks, would get +4 to hit, ignoring the additional +3. If this check succeeds, the opponent may not strike back this round and the attacker automatically gains one extra point for the hit, plus extra effects without checking for a 1-in-6 chance (see Table: Effects of Attack (Battle)). If the check fails, however, his opponent gets to hit back in exactly the same fashion.

EXCHANGE OF BLOWS

Engaging in a normal exchange of blows is far more likely to result in a successful hit, but is somewhat less impressive. Assuming that the attacker opts for a normal exchange of blows, the attacker and defender then each make a standard Strength or Dexterity ability check (player’s choice). If the defender is a Warrior, this check suffers a penalty equal to the

defender’s Dexterity bonus and is modified by the defender’s posture. As with First Strike, characters may also add a bonus to their Ability Check equal to the number of attacks they would normally get in combat. Thus, a 6th level Warrior adds +6 to his attack. Whoever scores the higher die result on the exchange of blows gains points as indicated on Table: Effects of Attack (Battle).

Regardless of which option is chose, once a round is complete, Initiative is rolled for the next round and the process continues until one party has scored 5 or more points.

ACCIDENTS DO HAPPEN...

On a “natural” unmodified roll of 12 to attack, roll another d6. If this die also comes up a 6, the blow has struck home, dealing real damage (1d6 as normal). The attacker is not penalized for such an accident and gains points as normal, though the defender may at this point decide the gloves are off and challenge the attacker to a real duel later, or worse, turn the current battle into a real death match! Such events are rare and generally restricted to opponents with an outside animosity, but they do happen on occasion. As standard, a “natural” unmodified roll of 12 is always a success, regardless of modifiers in play.

TABLE: AIMING AND DEFENSIVE POSTURE (BATTLE)

Attack	Defense				DeCAP
	Head	Shoulders	Chest/Side	Belly/Kidney	
Head	-6	+2	+3	+6	H,S
Shoulders	+2	-6	+2	+6	H,S,C/S
Chest/Side	+4	+2	0	+2	S,C/S,B/K
Belly/Kidney	+4	+3	+2	-6	C/S,B/K

TABLE: EFFECTS OF ATTACK (BATTLE)

Hit Location	Success	Fail	Additional Effects for Success (1 in 6 chance)*
Head	3 points	Opp +3 B/K	Opponent dazed, suffers -2 to attack and attacker +2 to next attack.
Shoulders	2 points	Opp +1 B/K	Opponent off-balance, attacker +2 to next attack
Chest/Side	1 point	Nil	Nil
Belly/Kidney	1 point	Opp +2 Head	Opponent spun around, suffers -2 to attack

*Player may decide before rolling whether he is trying for a 1(low) or a 6 (high) on the d6 roll.

Example of Battle: *Michael, Champion of Argold (a 3rd level Warrior with Strength 17, Dex 14) and Thomas the Brave of Helix (a 4th level Warrior with Dexterity 16, Str 15) face off for a battle. Initiative is determined, and Michael wins. He opts for a normal exchange of blows.*

He writes on a slip of paper that he is attacking Thomas's head, going for the gold from the outset. This limits his defensive postures to his own head or shoulders. Hedging his bets, he decides to defend his shoulders. Thomas, in turn, writes down that he is defending his chest, and attacking Michael's kidneys, his own attack posture dependent upon his defense posture (the reverse of Michael).

At this point bonuses are tallied. Michael will be attacking and defending with Strength, as it's the better of his possible abilities, and Thomas will defend and attack with Dexterity. Since both are Warriors, their Dexterity bonuses impose penalties to their opponents.

Michael gains +2 for his Strength Modifier, +2 for being third level, +3 for his three Warrior attacks, and +3 for his head attack vs. Thomas's chest defense. He suffers a -2 penalty for Thomas's Dexterity. His total modifier for his Strength check is +8. Michael's player notes that his bonuses against Thomas, not accounting for attack

vs. defense postures, are +5, for ease of reference in future rounds.

Thomas in turn gains +2 for his Dex Modifier, +2 for being fourth level, +4 for his four Warrior attacks, and +3 for attacking Michael's kidneys vs. the shoulder defense. He suffers a -1 penalty for Michael's Dexterity modifier. Thomas's total modifier for his Dexterity check is +10. He opts also to note that his bonuses not accounting for attack vs. defense postures, are +7.

As a side note, if Michael had chosen Right of First Strike, his total modifier would be -2 (his +8 minus Thomas's +10), requiring him to roll a natural 12 to succeed. Good thing he chose a normal exchange of blows!

Both players now make their checks, rolling 2d6 and adding all bonuses. Michael rolls an impressive 11, adding his +8 for this round, for a whopping 19! Thomas, in turn rolls only a 4, adding his +10 for a 14. Michael has thumped Thomas over the head! He scores 3 points, and now rolls a d6 for possible additional effects, declaring that he's trying to roll high. He gets a 6! Thomas is dazed, suffering -2 on his next attack, and Michael gains +2 to his own. Clearly the event is swinging in Michael's favor...

CONTESTS OF ARCHERY

Contests of Archery are relatively simple to adjudicate. In an archery contest, competitors take shots at straw targets set at progressively further distances until only one remains. At its most basic, all that's required is to have player characters make shots against AC1 with penalties equal to their range increment. As with the Battle test, archers may add a bonus to their shot equal to the number of attacks per round they would have in combat. Thus, a fourth level Warrior would add +4 to all shots in an archery contest. In addition, however, to account for the fact that the target is non-living, non-moving, and the strain of competition is completely different than that of battle, participants may add an additional bonus to the shot equal to their Wisdom Bonus or additional attacks per round bonuses, whichever is higher. For Example, a Fifth-level Warrior with Dexterity 16 and Wisdom 11 takes a shot. He gains +2 for his Dexterity modifier, +5 for the number of attacks he would normally have, and +4 for his incidental attack bonuses (5th level Warriors have 5+4 attacks), as his Wisdom bonus is nil for being 11. His total bonuses are +11. If he were a third level Warrior with Dexterity 16 and Wisdom 18, his bonuses would be +2 for Dex, +3 for attacks, and +3 for Wisdom, since this is greater than the +2 incidental combat bonus (3rd level Warriors gain 3+2 attacks), for a grand total of +8.

The total bonuses for a shot in an archery contest are:

$$(Dex Bonus) + (Wis Bonus or incidental\ melee attack bonus) + (\# of attacks)$$

Generally speaking, there will be different events for different categories of bow (short/long/composite), and sometimes for different classes of crossbow (light and heavy). Targets begin at 30 feet, regardless of class, and then are moved to the limit of

the short range. Thereafter, there are two shots at each range increment, with the longest increment standing until only one bowman completes a shot.



SHOT ACCURACY (OPTIONAL)

If the Referee wants to make things more challenging, it is possible to adjudicate the accuracy of a shot, allowing only so many participants to advance to the next round. This is done by calculating the hit based on the area of the target it strikes.

An archery target has five rings, three red and two white. The center ring (actually a solid circle) is the bulls eye. Upon rolling a successful hit, a contestant is assumed to have hit the target on the outermost ring. Subtract 2 from this total. If the result is still a hit, the strike moves in one ring. Subtract 2 more. If the result is still a hit, the strike has hit two rings in, etc. Put briefly, for every 2 over the result needed to hit, the arrow has struck one ring closer to the bulls eye. A "true" bulls eye, one that strikes dead center of the middle circle,

requires a hit at 10 better than the required number. Not an easy feat by any stretch!

SPLIT THE ARROW!

Legends of great archers are rife with stories of an archer splitting an arrow in two, thus beating even a perfect bulls-eye. While in real life it's practically impossible to perfectly split a wooden arrow due to the grain of the wood, there have been instances where arrows have been shaved, or broken by another direct hit. Even still, this is fantasy, and such legendary shots should be possible. If two shots score a perfect bullseye, and one beats the other, the better shot is considered to have split the arrow of the lesser result.

At the Referee's option, any character can deliberately choose to split the arrow of another contestant by accepting a flat -12 penalty to his shot. Success indicates the shooter whose arrow was split is eliminated from the contest instantly, and the victor gains +2 to his next shot from a boost in self-confidence. If the shot fails, however, something has gone wrong and the shooter, at the Referee's option, either misses the target entirely (perhaps his arrow bounced off of another and hit the ground instead) or barely hits the outer edge of the target and he suffers a -2 to all further shots from crowd boos and jeering until he makes a bulls eye.

WHY NO CALLED SHOTS?

Aside from choosing to split another arrow anywhere on the target, characters in archery contests don't call shots because they are always assumed to be attempting to make a true bulls eye, the best shot they can make.

THE JOUST

A Jousting match consists of three "rides" or "lances," each lance being one charge of the horse at an opponent. At the end of this ride, in a great clash of wood and steel, the riders impact with blunted wooden lances. The object is to break one's lance and, if possible, unhorse the opponent.

THE ATTACK

The mechanics of jousting are similar to those of battle, save that an attack roll with Mounted Lance is used in place of an ability check. Each opponent chooses an attack posture and DeCAP. These are compared on *Table: Aiming and Defensive Posture (Joust)*, and each combatant makes an attack roll, applying modifiers on the table. If the attack roll is successful, the lance breaks. If it is unsuccessful, no breakage occurs.

TABLE: AIMING AND DEFENSIVE POSTURE (JOUST)

Attack	Defense							DeCAP
	Helm	DC	PC	SC	DF	PF	SF	
Helm	-5	-4	-4	0	-3	+5	+5	S,B,F
DC	0	-5	+2	+5	0	+5	+4	H,DC,PC
PC	+2	+2	-5	+2	+4	0	+4	Any but PF
SC	0	+5	+2	-5	+5	+3	0	H,PC,SC
DF	+3	0	+4	+5	-5	+2	+3	DF, DC, PF
PF	+4	+2	0	+2	+2	-5	0	Any but H
SF	+4	+4	+5	0	+3	0	-5	SF, SC, PF

JOUSTING TERMINOLOGY

Dexter (D): The rider's right side (left from the POV of the attacker).

Sinister (S): The rider's left side (right from the defender's POV).

Pale (P): The center of the body, be hit high or low.

Chief (C): The high point of the main body.

Fess (F): The low point of the main body.

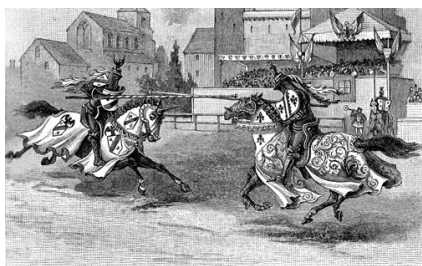
Thus, a rider selecting the Dexter Fess, or DF, Attack Posture is targeting the lower right side of the opponent's body (or lower left, from the attacker's POV).

SHIELDS

Shields work as they do in normal combat, but protect only one side of the rider, adding 1 to the AC of the side on which the shield is held. Thus, a rider wielding a lance in his right hand and shield in his left will have AC 8 on his Sinister and AC 7 on his Dexter and Pale.

SCORING POINTS

After each ride, points are tallied. 1 point is awarded for breaking the lance on the opponent's body between waist and neck. 2 points are awarded for breaking the lance on the helmet (an exceptionally difficult maneuver as the head presents a much more difficult and forgiving target than the body). Bearing a rider to the ground is worth 3 points, and results in winning the opponent's horse.



If the attack roll succeeds (the lance breaks), the opponent must make an opposed Dexterity check as described on p. 81 of *S&S*. If the head is struck, the Dexterity check suffers -2. Once unhorsed, roll a d6 for stun as standard, only a result of 3-4 imparts a -2 penalty on the next ride, a result of 5 indicates -3, and a 6 indicates -4. Points for breaking a lance and bearing a rider to the ground are cumulative. The unhorsed rider is always allowed to complete the joust (and tournament, if applicable) before

surrendering his horse. If both riders are borne to the ground during the course of a joust, neither is required to surrender his horse.

CONTESTS OF SORCERY

Adjudicating contests of sorcery is difficult—not difficult from a rules standpoint, but from a narrative one. Generally speaking, contests of sorcery involve Feats of Legerdemain (p. 9), with Wizards using their power and experience to create ever more complex and impressive effects. If you plan to include contests of Sorcery in your game, be sure your players are in the spirit of things and won't try to rules lawyer you into allowing them to twist some exceptional, flashy feat into an unbalanced combat monster of a power. Generally, if a player comes up with some idea during a Contest of Sorcery and wishes to turn it into a practical application, this should involve researching the effect's potential as an actual spell and adding it to the spell book.

The rules for Contests of Sorcery use Feats of Legerdemain for all Tests, with each Wizard attempting a Feat over a period of 3 rounds. The points scored by the victor for the round are equal to the difference between the two results. Thus, if William the Wizard casts a spell and gets 15 on his roll while his opponent Ivan the Illusionist gets only 12, William scores 3 points this round.

In addition, the Wizard can add one-time bonuses (and improve upon effects) by sacrificing prepared spell slots for the day. Each spell level sacrificed adds +1 to the Feat of Legerdemain roll. Thus, if a Wizard sacrifices a third-level spell, he adds +3 to his legerdemain Test for this exchange. At the end of three rounds all points are tallied and the winner moves on to the next challenger (or is declared tournament Spellcaster champ, as appropriate).

It is suggested that players describe the effect they are creating, with the Referee granting situational bonuses for exceptionally clever and creative uses of their abilities. In particular, if a player ties a specific sacrificed spell into his legerdemain effect, the Referee might increase the bonus for that trick by two or three points.

WIZARD DUELS

Generally speaking, counterspells are not allowed during Contests of Sorcery, though sometimes a more exciting "Wizard's Duel" is played out, wherein the exact *point* is to counter your opponent's spells, with the last Wizard standing declared the victor. Again, in such contests only Feats of Legerdemain are allowed, as anything more is too dangerous and deadly for entertainment's sake.

UNDERWATER ADVENTURES

There comes a time when travel on and over the land loses its luster, and characters long for something new, mysterious, and alien. Fortunately for the adventurous Referee, one need not come up with a method to launch characters into outer space when this happens. The most alien of habitats—that under the lakes, rivers and oceans of the world—is already at the PCs' doorstep. Great, lost cities and continents such as Atlantis and Lemuria await, filled with mermen and sahuagin at war with each other and with the surface-dwelling interlopers. Hidden artifacts and relics of ages long past await the discovery of intrepid wanderers. Entire new worlds of adventure await, if you and your players are bold enough to enter!

This section will not deal with campaign issues of getting characters into the underwater environment—the hydroscape, as it were. That resides within the realm of the Referee and his story. Rather, here we will present some brief guidelines as to running adventures in such a realm. The rules will be light, brief, and open to interpretation, as with most of the rules in *S&S*.

BASIC SURVIVAL

The first thing to consider when taking your party underwater is that of basic survival. First and foremost: how will they breathe?

Humans and their ilk are not equipped with gills like fish or the amazing lung capacity of dolphins and whales.



The Level Three Wizard spell, *Water Breathing* (*S&S*, p. 46), is an obvious answer, if somewhat limited in application due to its duration. Polymorph spells are another way to deal with the issue, though changing oneself into a fish alters the landscape of adventure unto itself. Other options are potions that allow water

breathing per the spell, at a high level, a type of seaweed that produces oxygen so long as it remains in contact with a person's saliva, helmets that when worn fill magically with breathable air, or perhaps a strange artifact that, when pressed to the throat, grafts itself to the user's circulatory system and creates gills! There are many solutions to this problem, and the Referee needs only be creative when solving the issue.

MOVEMENT

The best way to move through water is to swim. When swimming, characters can proceed at half their surface movement rate. Swimming requires a Dexterity check. Characters can swim continuously for a number of Turns equal to their Constitution bonus (minimum 1 Turn) before needing to rest. Characters wearing any armor heavier than padded armor will sink. Leather armor allows an attempt to swim, though at -2. Any armor heavier than leather causes a character to sink like a stone, though walking along the bottom of the body of water is possible. Walking while wearing heavy armor under water cuts standard surface movement to 1/3 normal, and characters in metal armor who spend more than a few days underwater will have to deal with issues from rust and oxidation, the exact effects of which are up to the Referee, but they should include both Dexterity and movement penalties as well as reduced protection from the armor.

As with aerial movement (see *S&S*, p. 86), movement in a hydroscape takes place in a 3-dimensional environment; characters can climb or dive as though they were flying, though diving does not increase forward movement as with an aerial landscape, as gravity doesn't affect movement in water. Thus, characters may move on a diagonal, traveling 1-inch (5 feet) lateral for every inch (5 feet) forward they travel.

Unlike in aerial combat, however, the scale does not change: 1-inch vertical equals 5 feet, just as it does lateral. In addition, characters in water may move straight up or down. Each inch (5 feet) moved in this manner is counted against a character's normal underwater movement rate.

VISION

It's dark underwater, and it gets darker the deeper one goes. Within 15 feet of the surface, characters can see up to 100 feet away. The deeper one goes, the harder it gets to see. For every 10 feet deeper that the character goes, vision is reduced by 10 feet. If a character enters a cave underground and goes more than ten feet in, he is considered blind (*S&S*, p. 110).

Certain bioluminescent fungi, seaweed, and even creatures may exist to illuminate the depths of the sea. The exact effects of these creatures are left to the Referee's imagination.

COMBAT

Slashing and bashing-type weapons such as heavy swords, axes, staves and maces suffer -4 to hit and deal only half damage as they fight the resistance of the water. Piercing weapons such as daggers, spears, tridents, and rapiers are unencumbered and function normally underwater (though weapons cannot be thrown). Missile weapons are rendered useless underwater, as the sinews used to string bows and crossbows become waterlogged and lose their elasticity, and thrown weapons are simply impeded by the resistance of the water. Specially designed heavy crossbows can be obtained that function normally underwater. These have the ranges of short bows, but cost triple the normal cost for a heavy crossbow. Many underwater races possess these special "harpoon guns."

TRIDENTS

Tridents in particular are popular underwater, as they are specifically designed for such use, being primarily implements for fishing. Treat a trident as a spear for purposes of attacking, but on a successful hit, roll 2d6, keeping the better result for damage. Tridents are barbed, and require a second attack to pull out. This second attack, however, does not require an attack roll and automatically deals damage equal to the second d6. If the wielder decides to leave the trident in place rather than pull it out immediately, the victim suffers a penalty equal to the damage roll on the second d6 to all attacks and actions, both from pain and the spear interfering with movement.

If used on land, tridents are treated as above, but suffer a -4 to hit as they are blade-heavy and not balanced for land battle.

NETS

Nets are also popular for use underwater. This variety of net is barbed and weighted, meant to get caught in a victim's skin and clothes, and weigh them down. To attack with a net, the attacker makes an opposed Dexterity check against his opponent. If the attacker wins, the opponent is snagged. Opponents wearing armor heavier than leather take no damage, but are well entangled. Opponents wearing leather armor (including studded leather), take 1d6 damage as they struggle against the net until they escape (unless they give up and remain still, in which case no damage is suffered). Opponents wearing armor lighter than leather suffer damage unless, as above, they give up and remain still. Roll 2d6; the higher of the two dice is the damage suffered.

While ensnared, a victim can take no useful actions except to attempt to escape. Escaping from a net requires either cutting

free, which takes 1d3 rounds (during which the escapee suffers any normal damage from the net), or simply struggling free, which requires 3 successful Dexterity checks. In this case, each failed Dexterity check imposes a cumulative -1 to further escape checks as the character becomes hopelessly ensnared.

Similar nets exist for above-ground use, but are made differently. Attempting to use a water net for land combat (or vice versa) imposes a -4 penalty.

TERRAIN

Several types of special terrain exist for underwater adventures, which may be accounted for by the Referee.

SEAWEED

Patches of floating seaweed can impair vision and movement, and cause trouble. Light patches of seaweed, or Kelp, impair underwater movement rates by 10% and reduce vision by 10 feet. Kelp imposes a -2 penalty to notice caves or gullies that it conceals. Medium patches of seaweed reduce movement by 25% and vision by 20 feet, and impose a -6 to notice caves and gullies, and heavy patches of seaweed reduces movement by 50%, vision by 40 feet, and impose a -6 penalty to notice objects, openings, or gullies obscured by it. In addition, heavy seaweed imposes a -2 to all Dexterity-related actions, including attacks.

SAND AND MUD

If characters are walking along the bottom of the sea floor, treat sand and mud exactly as Bogs and Marshes on land (*S&S*, p. 85). If characters are not on the floor, movement penalties are not imposed, but sand and mud can be disrupted to fill the area, obscuring vision down to 5 feet at best. Characters caught in a mud field should be treated as effectively blind (*S&S*, p. 110).

SCALE MAIL: THE *SPELLCRAFT & SWORDPLAY* BATTLE SYSTEM

INTRODUCTION

A war rages over seven magical swords left on the battlefields of a heavenly war by the gods long ago. A beleaguered people known for their exceptional cavalry finds themselves trapped within a great keep while an army of ten thousand orcs swells at their front gates and fireballs assault their walls from a nearby Wizard's tower. A frail, albino prince of a nation dedicated to Chaos must rally forces to defend his claim to the throne against his treacherous brother who sends an army of darkness against him. A barbarian usurper king who has brought fair treatment and low taxes to his kingdom conscripts an army to defend his borders against the forces of a foppish nobleman with a claim to the throne, and his ancient Necromancer ally, who has his own agenda...

Fantasy literature, from Tolkien to Moorcock to Saberhagen to Howard, is full of grand, epic conflicts between opposing armies. In most fantasy role playing games, mass battles are (and often should be) part of an overarching plot or story, rather than a completely random affair. However, sometimes it's fun to shake things up, to not plan out how it's all going to turn out, and not hinge everything directly upon the actions of the player characters. After all, if a world is to be a living, breathing entity, there must at any given time be literally thousands of major events going on, upon which the player characters have no effect. This is not to say player characters don't have an effect on the world; on the contrary, particularly in an epic, heroic-level game, their actions *should* have some measurable effect on the world around them, even if it's only in their home city. It's just that events in the rest of the world tick on as well; across the continent another group (or groups) of

heroes also seeks to make their mark, and their actions, too, must leave some ripple effect. On occasion, even the Referee might like to be surprised and let the machinations of some major battle, adjudicated by a throw of the dice, alter the face of his world.

Aided, of course, by the player characters and their allies.

The mass combat rules in this section are designed to be used either with miniatures or in a narrative fashion. The actual play of the rules should work similarly either way; miniatures simply add an extra level of visual reference, which can lead to more tactical thinking. Using miniatures, in fact, can lead to mass battles becoming a game unto themselves. In addition, the Move and Counter system of initiative works best when using miniatures, while the Written Order system works well with narrative combat (though it can be used with miniatures just as well, and provides a greater sense of realism, simulating a blind strategy game, where one does not see his opponent's pieces, as opposed to a strategy game like chess, where one anticipates his opponent's strategy based on the board setup).

These rules are designed to be simple and fast-playing, with as much or as little detail added as you wish. They have their own system to an extent, but are built around the core battle/combat system in *Swordplay & Sorcery*. This enables them to be used seamlessly with that game, which is necessary for player character involvement in battles.

CORE CONCEPTS

A few changes in assumption need to be made when handling mass combat, to keep things manageable.

DISTANCE SCALE

The scale of distance in mass combat, if using miniatures, is 1 inch to 5 yards rather than 1 inch to 5 feet as with normal play. Battles tend to occur with far more combatants over a much larger area than dungeon crawling or skirmish-based combat, and increasing the area to five yards enables a more manageable depiction of the battlefield. In addition, movement rates of troop and unit types will be listed in yards rather than feet. If using a more narrative approach to combat, the Referee and players should keep this in mind when sketching out the battle map and writing orders for characters.



TERRAIN

Terrain has the same effects in mass combat as it does in regular play. See *Spellcraft & Swordplay*, p. 85 for the effects of terrain.

TIME

Rather than melee rounds, as in normal play, mass combat is measured in *Turns*, with each Turn (of standard 10 minute time as in regular play) representing the amount of time each side performs one complete act in combat. In short, each Turn is ten minutes of battle time, and in that time, movement, missile fire, melee combat, casualties, and morale are each checked once.

UNITS

In mass combat, troops are organized into units such as archers, heavy cavalry, infantry, etc. Within the scope of these rules, each unit functions as a sort of player character in battle, with twenty men in a unit, each man representing the equivalent of one hit point on a player character. Thus, a single unit of heavy cavalry has 20 men, all with the same capabilities. When damage is dealt to this unit, it is dealt in terms of casualties, each point of damage killing (or causing serious injury and incapacitation to) one man. If using miniatures, the standard assumption is that each figure represents a unit of 20 men. However, it is possible to have smaller units, and the Referee (or players, if they are acting in the capacity of generals organizing an army) can organize units of 5, 10, or 15 men if they so choose. It is not recommended that any unit have more than 20 men, though two units could be "Phalanxed" next to one another, each figure representing 20 men, but moving together within 1"/5 yards of each other on the map. See "Phalanxes" (p. 35) for more information.

Statistics for standard units can be found on p. 33, including movement, armament, and armor class. For units of mixed races (i.e. an infantry unit comprised of humans, elves, and dwarves) it can be helpful to

have 3d6 handy for determining which casualties are of which race.

PLAYER CHARACTERS AND HEROES

Player characters are “Heroes,” that is, named individuals who have a greater impact on battle than the average soldier. The player characters need not be the *only* heroes in a battle, but heroes that are not player characters have special rules to keep play moving quickly. General rules heroes are:

- Heroes always add +1 to the morale of a unit of which they are a part.
- Heroes of any sort (player character or not) are always the *last* member of a unit to die, unless specifically targeted by a hero from another unit that is directly engaging the Hero’s unit in melee combat.
- If a player character Hero is targeted by an enemy Hero, the two Heroes should break from mass combat rules and fight single combat using standard combat rules from *Spellcraft & Swordplay*. Whichever Hero emerges victorious grants a +1 bonus to his unit’s attack roll and an additional +1 to the unit’s morale check that Turn (in addition to the obvious effect of killing an enemy Hero). The losing Hero’s unit not only loses their bonus to morale, but must make an *immediate* morale check at -2 to continue the fight. See **Morale**, p. 40 for more information on morale checks.
- Non-player Character Heroes not in direct man combat with another Hero must suffer five simultaneous hits to be killed. That is, when they are the only Warrior left in their unit, the total of all casualty dice over the course of a single Turn must equal at least 5 to kill them. Otherwise, there is no effect

and they fight normally the following round. Hits from one round do *not* carry over to the following round, but see information regarding targeting heroes with missiles, below.

- If the last remaining Hero in a unit is a Player Character, track damage from each hit rather than counting simultaneous hits. Thus, if a player character Hero is alone in a mass battle and is targeted and struck, the dice are rolled for casualties as normal, but the result determines the number of d6’s rolled for damage against the hero. Any members of a unit that the Hero attacks alone are assumed to have 3 hit points each for purposes of determining the casualties he inflicts. The hero may make a standard round of attacks (thus, a fifth level Warrior may wade into an enemy unit and make 4 attacks over the course of a Turn), dealing damage as normal on each successful hit; every three points of damage dealt kills one man in that unit.
- Due to the way mass combat works, the chaos of battle, and the procedure for utilizing missile units, Heroes cannot be specifically targeted by a missile unit in battle. Another Hero with a missile, however, may target a Hero in a unit so long as that Hero is in range. In such a case, the player character Hero takes damage as normal for a bow and arrow. A successful missile hit on a non-player character Hero reduces the number of simultaneous hits required in normal mass combat to kill him. Every three points of damage, or fraction thereof, reduces simultaneous hits required to kill the hero by 1. For example, a Hero in an archery unit targets a Hero in a cavalry unit with his long bow. He fires and hits successfully, dealing a

standard d6 damage; the result of the damage is 3. This does not kill the cavalier, but in future rounds, the cavalier need now suffer only four simultaneous hits (4 or better on standard casualty dice this round) to be killed rather than five. If damage had been 4, the cavalier would need suffer only three simultaneous hits to be killed.

- Thieves (including Assassins) or Rangers may attempt, at the outset of a battle, to gain advantage for their side using their unique skills.

THIEVES, ESPIONAGE, AND THE BATTLE

If one or both sides have thieves (including assassins) or Rangers at their disposal, they may choose to utilize them as *scouts* to infiltrate and assess the nature and disposition of the enemy forces. Generally this requires a Stealth check to make it across enemy lines undetected, followed by an Intelligence check to discern the appropriate information. A second Stealth check will then enable the Hero to return to his side and impart the information. Success will grant certain benefits:

- In the Move and Counter system, add +2 to the d6 roll for determination of Initiative.
- Know the exact numbers of the enemy forces, and the location, unit, class, and level (if any) of any Heroes the enemy possesses.
- In the Written Orders system, choose 1d6 units whose orders you may read before writing your own orders.

Further, if the Hero is an Assassin, he may attempt to assassinate one Hero from amongst the enemy forces. If he is successful, the army suffers -3 to all Morale

checks for the entire battle. If, however, he fails, he must succeed at another Stealth Check with a 30% (-3 if using optional 2d6 Thief skills) penalty to his skill or be himself killed; a successful disguise check, however, will mitigate this penalty and allow him to make a standard Stealth Check to escape.



If the Thief fails at his first Stealth attempt, he simply fails to gain any information for his forces. If the *second* Stealth attempt (to escape home) fails, the Thief has been *captured!* He may not participate in any fashion in the forthcoming battle; if his allies win the battle, he will be returned unharmed and intact. If his allies lose, well, escape and rescue presents a whole new adventure....

WIZARDS AND PRIESTS

Wizards and Priests casting spells are treated much as Warriors slashing through a unit. Any members of a unit that the Hero attacks with a spell are assumed to have 3 hit points each for purposes of determining the casualties he inflicts. For spells that rely upon the hit dice of multiple

opponents, every man is considered a one hit die creature and heroes that do not have specific game stats are considered three- to five hit die creatures, at the Referee's discretion on an individual basis. All standard rules for spell casting apply to Wizards and Priests involved in a mass battle, and generally spell effects are resolved at the same time as missile fire.

THE AREA MAP

In either system, each side should have access to a map—at very least a rough sketch—of the battle area and surrounding terrain. This map should include a scale, so that players have an idea of the size of the battlefield, the distance between units, and the total area of any difficult terrain they may encounter. If using miniatures or a grid to illustrate the battle, hexagonal divisions are generally better than squares as they provide a more accurate measure of space (the distance across any two sides or points of a hexagon is the same, whereas a diagonal of a square is longer than a side). Of course, it is also possible simply to construct or illustrate an area and use a ruler, marked ribbon, or tape measure to gauge distance. This is the preferred method as it allows for any method of mapping, so long as the 1" to 5 yard scale is maintained.

To that end, many publishers are now producing "map tiles" for the purpose of creating terrain for miniatures-based combat. Many of these tiles use a square grid rather than hex, but if you are using a tape measure for distances, you can simply ignore the squares and go.

If you prefer not to lay out a large-scale map (and if you're not using miniatures, there's no reason you should), it's still a good idea to present each side of the battle with their own small-scale map, indicating the battlefield, terrain, and features for their own reference. You can then keep a third, master copy of the map on which you

mark the nature, location, and disposition of all forces. Covering your master map with a piece of transparency film enables you to use wet erase markers to easily alter your notes and markings.

BASIC PROCEDURE

There are two basic methods of determining the Turn sequence for mass combat: the Move and Counter, in which one side is clearly the aggressor and the other the defender, reacting to the opponent's attack, and the Written Order method, in which both sides begin their action unaware of the stratagem of their enemy. Either method works in conjunction with the use of miniatures, while the Move and Counter requires a bit more jury-rigging, description, and illustration to pull off without the use of miniatures.

THE MOVE AND COUNTER

If using miniatures, this system of action may be taken, which creates an entirely different form of strategy than the more narrative "Written Orders" system below. The Defender in this system has prior knowledge of the nature, disposition, and tactics of the Attacking force, enabling him to directly counter the actions of his opponent, while the Attacker has the advantage of moving on the offensive (excluding possible missile coverage).

1. Each side rolls 1d6 for Initiative; the side with the higher result may choose to move first or counter his opponent's move. The side that moves first is the Attacker; the side that counter-moves is the Defender.
2. The Defender may opt to designate areas within range of his archers (or musketeers, if the setting has gunpowder) that are "covered" by missile fire.

3. The Attacker places his units where he wishes them to be, within the scope of the unit's available movement, accounting for terrain. The Attacker may choose to designate areas within range of his archers (or musketeers, if the setting has gunpowder) that are "covered" by missile fire. If his troops at any point during this move pass through an area covered by defender missile fire, determine hits and casualties for missile fire. If his troops at any point come within their own missile range, they may opt to cease moving and fire on the Defender, resolving missile fire casualties immediately.
4. The Defender moves his units in response to the Attacker's moves. If his troops at any point during this move pass through an area covered by defender missile fire, determine hits and casualties for missile fire. If his troops at any point during this move come within missile range, they may opt to cease moving and fire, resolving missile fire casualties immediately.
5. Any units within 5 yards of one another (1" if using miniatures) now engage in and resolve melee combat. First strike is moot in mass combat, as both sides strike at full Strength.
6. Remaining casualties are tallied and morale checked for each unit that suffered casualties. Check for Army morale conditions if necessary (ie. the players on one side or the other do not decide to surrender or retreat).
7. Repeat steps 1-6 until the battle is resolved.

THE WRITTEN ORDER METHOD

In this method, much as in real warfare, everything happens simultaneously, and

both sides act without prior knowledge of the tactics or plans of the other. When using this system it is rare that either side will ever successfully complete all of their army's orders, due to direct encounters with enemy forces. As a wise man once said, "no plan survives contact with the enemy!"

Optionally, when using this method with miniatures, you can use a cardstock screen (any GM screen you own should do the trick) to separate the two sides of the battle until they come into conflict or are able to see one another; this further simulates the intrigue of battle, where neither side knows the exact nature and disposition of his enemy.

1. Both sides write orders for each unit in their army, including direction of movement, facing, missile coverage, etc. Complete orders must be given, though cavalry units can be given orders to Reserve Defend (RD) another *specific* unit (which must be stated in the orders), allowing them to engage an enemy that closes on a friendly unit, or to Hold and Respond (HR), allowing them to charge an enemy unit that attempts to close on them. If performing RD or HR, the cavalry's move begins halfway through the turn, they may move only up to a half-move for their unit, and do not gain normal charge bonuses (or penalties); see Half Charge (p. 36) for more information. Likewise, Infantry units armed with spears or pole arms may be ordered to Set if Charged (SC), which allows them to counter a charge maneuver performed by cavalry.
2. Both sides turn over their orders to the Referee, who lays out the orders in front of everyone, describes, illustrates, or places (in the case of miniatures use) the scene and adjudicates areas of conflict as they arise.

3. Resolve missile fire and casualties for both sides.
4. Any units within 5 yards (1", if using miniatures) of one another now engage in and resolve melee combat. First strike is moot, as both sides strike at full remaining Strength.
5. Remaining casualties are tallied and morale checked for each unit that suffered casualties. Check for Army morale conditions if necessary (i.e. the players on one side or the other do not decide to surrender or retreat)
6. Repeat steps 1-5 until the battle is resolved.

COMBINING METHODS

These two initiative/turn procedures need not be mutually exclusive, nor is the Referee required to choose one or the other and stick with it for the remainder of the battle or game. Indeed, they can be quite complimentary if one accounts for the overall conditions of battle.

If, for example, the Referee opts to use the Written Orders method of initiative, the first turn will proceed as described above. At this point, one side or the other may opt to assume a Defensive stance, meaning they have now chosen to Counter the opposing army's movements. Initiative/turn sequence would then switch to Move and Counter. Likewise, if situations occur (such as, for example, a heavy fog descending upon the battlefield, obscuring all vision) that prohibit logical move/counter, the Referee may determine that the sequence will now change to Written Orders.

THE STANDOFF

If *both* armies at any time decide not to move their forces, a standoff is declared.

Adjudicating such a situation is difficult, as players can be stubborn beyond what would be reasonable for troops in such a situation. In general, each side should make a morale check for each hour of the standoff. The first side that sees any unit fail its morale check *must* act, either in retreat or to engage the enemy (player's choice). If the player chooses, only the units that failed morale may engage, but if the rest of the army holds back, all remaining units suffer a cumulative -1 to morale for each unit that engaged until the remainder of the army joins the battle.

UNIT TYPES

Each unit has a classification which grants certain base abilities. These are standard across the board (i.e. all Heavy Cavalry have identical stats), though the Referee may choose to modify them based on cultural factors. For example, if a plains-based Viking-like culture is known for mounted Warriors and fine horses, its cavalry may see movement increased by one and receive a bonus to hit and/or damage, while its foot soldiers may be of lesser quality than standard. All of this must be based upon the Referee's campaign setting of choice. If a unit contains demi-humans or humanoids such as elves, orcs, goblins, Halflings or dwarves, these creatures impart morale rating (if better) and any applicable special abilities to their unit as long as representatives of the race remain. Thus, a unit of archers with elves amongst them may perform Shot on the Run and have a Morale of 7 as long as there are elves alive in the unit. Standard unit types are detailed below.

Unit: The type or classification of soldiers in the unit.

Move: The number of yards a unit can move per Turn. The number in

parentheses represents inches of movement for use with miniatures.

Charge: The number of yards a unit can move when charging. The number in parentheses represents inches of charge movement for use with miniatures.

Missile: The type of standard missile weapons with which this unit may be armed. See p. 95 in *Spellcraft & Swordplay*.

Melee: The type of standard melee weapons with which this unit is likely to be armed. See p. 94 in *Spellcraft & Swordplay*. Cavalry who engage any Infantry unit gain +1 to hit and inflict -1 to the Infantry unit's chance to hit the Cavalry (S&S, p. 99), except for Infantry armed with pole arms or spears, who do not suffer the -1 penalty.

AC: The class of armor generally worn by this unit. See p. 94 in *Spellcraft & Swordplay*. For cavalry units, the number after the slash indicates the AC of the horse. For Siege engines, the number after the slash indicates the AC to hit the Siege engine itself after its crew has been disposed of.

Special: Bonuses related to the unit's training and focus. Casualty bonuses are added to dice for the damage the unit inflicts in combat. Thus, instead of rolling

1d6 for casualties on a successful hit, Medium Cavalry units roll 2d6 and Heavy Cavalry roll 3d6. Light infantry are described as *suffering* an additional 1d6 casualties; this means if they are hit, their opponents inflict an additional 1d6 damage to the unit. Light infantry are the rank-and-file. These are the most common, but least specialized troops in a battle, consisting of cheap mercenaries and conscripted peasants.

Such bonuses only apply to strikes against lower-ranking units. For example, Heavy Cavalry do not gain +2d6 casualties when fighting against other Heavy Cavalry units. Medium Cavalry do not gain +1d6 casualties when fighting other Medium Cavalry units or Heavy Cavalry units. The sole exception to this is Medium Infantry, who gain +1 to hit against *all infantry units*.

Units designated as "mounted" have special bonuses; see **Cavalry** (p. 39) for more information. Light Cavalry armed with bows may perform Shot on the Run. See S&S p. 102 for more information.

Heavy Infantry and Light Cavalry may make 2 attacks every Turn.

Morale: The morale rating of the unit. When morale checks are required, roll 2d6, adding bonuses and penalties. The result must be equal to or greater than this number for success.

TABLE 1: UNIT TYPES AND ABILITIES

Unit	Move	Charge	Missile	Melee*	AC	Special	Morale
Archers/Lt. Infantry	45 (9)	60 (12)	Long Bow or heavy crossbow**	Short Sword, Hand axe, Flail	3	Suffer +1d6 casualties	8
Standard Infantry	30 (6)	45 (9)	None***	Long Sword, Battle Axe, pole arm, spear	5	+1 to hit vs. all infantry units	7

Unit	Move	Charge	Missile	Melee*	AC	Special	Morale
Heavy Infantry	25 (5)	40 (8)	None	Long Sword and shield, Battle Axe and shield, Two-handed sword	6	2 attacks and +3 casualties	6
Light Cavalry/ Mounted Archers	100 (20)	125 (25)	Short bow or light crossbow**	Light Mace, Morning Star, Warhammer	6/4†	Shot on the Run, 2 attacks, Mounted	6
Medium Cavalry	80 (16)	100 (20)	None	Heavy Mace, Morning Star, Long Sword	7/7	Mounted, +1d6 casualties	5
Heavy Cavalry	60 (12)	80 (16)	None	Mounted Lance and Long Sword and Shield	8/7	Mounted, +2d6 casualties	4
Siege Engines††	10 (2)	n/a	S&S, p. 98	n/a	3/6†††		9

*Choose one for standard equipment

**Choose one if Archers, if Infantry or Cavalry then none

***Except where armed with throwing weapons such as daggers, spears, hand axes, at Referee's discretion

†Horses without Barding are AC 4; Horses with Barding are AC 7.

††Unit is five men rather than 20.

†††Treat the Siege Engine as a Hero for destroying; requires 5 cumulative hits and is the last to be destroyed.

MOVE

Each unit moves on its own, based on its classification and armament. There are two "move phases" in a turn: the *Half-Move* and *Completed Move*. This is especially important when using the Written Order sequence, in which units can accidentally encounter each other on the field of conflict.

Units are not required to move their maximum movement in a Turn; if a player opts to use only part of a unit's movement, this is the unit's *intended movement*.

Except in the case of Phalanxes (see p. 35) which are linked and move as one, at no time may any two units (friendly or otherwise) pass through the same space; they must always remain at least one inch/five yards apart.

THE HALF-MOVE

The Half-Move is, quite simply, half the movement of all units in a Turn. After every unit moves up to half its maximum movement for the Turn, the Referee should stop and take stock of everyone's location. If the unit's intended movement is greater than half its maximum, it will move half its maximum as a half-move. If the unit's intended movement is less than half its maximum, it may complete its full intended movement before the end of the half-move phase.

At this point any archers who are covering an area may inflict damage upon units who are moving through that area. Any units within 5 yards (1 inch) of opposing forces *must* stop to fight in melee combat. Mounted Archers (see **Table 1: Unit Types and Abilities**, Light Cavalry, p. 33) with Shot on the Run may fire their missiles at this time.



Likewise, any cavalry held in RR or HR may begin their half charge (if conditions are met) by announcing their intention. These units are considered *engaged*, and may not move further this Turn. Do not resolve melee, yet: simply note that these forces cannot move further.

Finally, any infantry armed with spears or pole arms that are the target of a charge maneuver may respond to a cavalry charge (or half-charge) with a SC maneuver by announcing it at this time.

THE COMPLETED MOVE

After missile-related casualties and units considered to be engaged are determined, the remaining units (including light cavalry with Shot on the Run) may perform their Completed Move. These units can now move the remainder of their maximum or intended movement, at which point the Referee will check again for missile coverage and engagement status. Cavalry units in HR or RD status who began their

charge in the Half Move phase will complete it now.

CLASHING

Friendly units forced to come closer than five yards/one inch will become disorganized and spend a full Turn unable to participate in battle as their commanders attempt to re-establish order and formation. During this time, if an enemy should engage the confused units, the attacking unit will gain +2 to hit and +2 to damage against the confused unit.

If two units come together in this manner, they can spend this one round to form a Phalanx and link together, thereafter moving as one until they decide to split, which is simply done by moving one unit away from the other during a movement phase.

If a unit should come *closer* than one inch of an enemy unit, both units automatically roll for casualties (no roll to hit is necessary) as a brutal, violent and chaotic slaughter ensues.

PHALANXES

When two units pass within one inch/five yards of each other, or meet certain other conditions (see *Clashing* and *Surrender, Retreat and Rally*), they may opt to join up and form a sort of gestalt unit. This is referred to in game terms as a Phalanx, borrowed from an ancient Roman method of battle. If using miniatures, the units each still maintain their own miniature figure, but always remain within 1" of each other, and always move together. Forming a Phalanx requires that neither unit move during the Turn in which they form the Phalanx.

Forming a Phalanx has certain game effects.

- Phalanxes use the slower movement value of the two units.

- For every unit joined to a Phalanx, movement penalties for adjusting facing are doubled, due to the difficulty of maintaining the new formation between two units.
- Phalanxes may not Charge, for the same reason as above.
- Demi-humans do not impart special abilities to all units in a Phalanx, but only to their “home” unit.
- Phalanxes make one attack roll for each unit in the Phalanx, using the best result of all attacks.
- Phalanxes add +1d6 per unit in the Phalanx to casualties inflicted on a successful hit.
- When determining casualties, if the attack roll will hit the armor class of either unit, the defending player will determine how casualties are distributed between the two units. If the attack roll hits only one armor class, the unit with that armor class suffers all casualties.
- Bonuses from heroes in multiple Phalanxes are cumulative.
- Units suffering penalties to attack based on casualties see these penalties reduced based on the total combatants in all Phalanxes. Thus, if a unit of 10 Warriors (-3 to hit) joins a unit of 5 Warriors (-5 to hit) and they form a Phalanx together, both units now suffer only -1 to hit, as their total numbers are 15.

A Phalanx may separate during the Half- or Completed-Move phase of any turn simply by moving the connected units away from one another.

FACING

A unit that changes the direction it is facing sees its movement reduced, as altering direction while maintaining formation is not a simple matter. Altering direction or facing up to 45 degrees reduces movement by 25%. Altering direction or facing up to 90 degrees reduces movement by 50%. Performing a complete about-face consumes an entire move. When engaged, a unit need not pay a movement penalty to retreat. This is because it is neither facing nor in formation while consumed in the chaos of battle.

CHARGE

Charging Units *must* move more than their base movement, and up to their Charge movement. They may suffer casualties from missile fire, but cannot *engage* before completion of their charge, or the charge does not count. A successful charge grants +1 to hit and +3 to their casualty damage dice on completion of their charge.

HALF CHARGE

Cavalry who perform an RD or HR maneuver perform a half-charge. In this case, they move up to half their charge movement, gain +1 to hit an enemy unit, and (in the case of an RD maneuver) successfully place themselves between the enemy unit and the unit the enemy intended to attack. If this would normally place the two friendly units closer than 5 yards (1 inch), the defended unit falls back 5 yards (1 inch) so as not to interfere with the cavalry charge, regardless of their normal movement capability.

SET IF CHARGED

Opponents who set spears or pole arms against a charge (an SC maneuver) gain +4 to hit charging opponents with these weapons; such attacks *always* target the horses of the charge and any casualties are *automatically* applied against the horse, resulting in the standard 3-in-6 chance of

unhorsed riders continuing to fight as Infantry (See *casualties*, p. 38).



MISSILE FIRE

Missile Fire is always determined before melee occurs. The Referee will check at the Half Move and Completed Move phase whether any units are within an enemy's area of "cover fire," and if so, archers or other missile troops may launch a barrage of fire. The procedure for this is identical to that described in *S&S*, p. 90-91; roll 2d6, comparing the result to the appropriate target number for the AC of the targeted unit as illustrated on Table 3, p. 95 of *S&S*. If the attack hits, move to "Casualties." If the attack misses, there is no appreciable effect on the unit fired upon.

BONUS TO HIT

Generally speaking, archers have above average Dexterity. To simulate this while keeping things simple, add +2 to the 2d6 roll for an archery unit—mounted or otherwise—to hit a target.

RATE OF FIRE

The combination of reloading or drawing time, the discipline required of archer units to fire in unison, and the necessity of getting clean shots determine the frequency of volleys in a ten-minute combat Turn.

Short and Long Bows may fire twice per Turn—once in the half-move phase and once at the completed move phase, assuming there are targets in range at both phases. Crossbows—light and heavy—may fire once per Turn, though this attack may come at either the Half or Completed Move phase, provided there has been at least one phase between firing (that is, a Crossbow unit may not fire at the Completed Move phase of one Turn and the Half Move phase of the next; it must wait one full Turn to fire again).

Given the length of time involved in one Turn of combat, it is certain that far more missiles are fired than simply two per bow, or one per crossbow. The abstraction here simply represents how many of these missiles find unarmored opponents, or chinks in the opposing units' armor to hit home.

MISSILE RANGE

To determine the effective ranges of these weapons in battle scale, simply divide inches by three, rounding up or down normally, and multiply by five to find yards. Thus, a Heavy Crossbow with a normal range of 8/16/24, sees its range in inches reduced to 3/5/8, or 15/25/40 yards.

SIEGE ENGINES

The procedure for firing siege engines is exactly as described in *Spellcraft & Swordplay*, on p. 98. Siege engines are designed more for breaching walls and destroying buildings than they are for attacking armies. However, they were sometimes used to that extent and alterations to the standard siege engine rules for purposes of battle scale assaults are as follows. Siege engine fire is always resolved at the same time as other missile fire.

- The standard crew for a Siege Engine unit is 5; rather than determining the

Intelligence of each member of the crew, the 2d6 roll to hit in combat gains +1 per crew member (to a maximum of +5).

- In battle scale, siege engines affect less than a 1-inch/5-yard diameter, save a ballista, which affects less than a 1-inch/5-yard wide path. Effectively, Siege Engines in battle scale can affect one unit or, in the case of a ballista, any units in a straight line to its maximum range.
- Determine battle scale ranges exactly as for missile weapons, above.
- Siege engines on the battle scale will only over- or undershoot by one inch/five yards. Roll a d6; a result of 1-3 indicates an undershot, while 4-6 indicates an overshot.
- Siege engines can fire once every two Turns, as reloading and re-targeting them can be a lengthy process.

MELEE COMBAT

After missile fire is adjudicated and all movement completed, Melee combat takes place between any units within 1 inch/5 yards of one another. Melee combat is a relatively simple process; it functions exactly as combat in *Spellcraft & Swordplay* with the attacking unit rolling 2d6 plus applicable bonuses against the Armor Class of the defending unit, referencing the Attack Matrix (*S&S*, p. 95) to determine a hit.

Initiative is unimportant in melee combat during a mass battle. Each side attacks or counterattacks at full Strength, with all casualties being determined after the Turn is complete. The fight is a give-and-take for the full Turn. Thus, it doesn't matter which player rolls his attack and calculates casualties first, as the other player will get her turn to hit back.



At this time, if both units have Heroes within their ranks, the Heroes can opt to directly engage one another. In such an occurrence, before determining the outcome of the overall Turn, break to have the Heroes fight a standard one-on-one combat as detailed in the *Spellcraft & Swordplay* core rules. Such fights are almost always to the death, and if one side loses its Hero, the other side must make an immediate morale check at -2; failure means the unit flees or surrenders. If the unit passes the morale check, battle continues as normal.

Once successful attacks are determined, casualties must be checked. If a unit suffers more than 25% of its base value in casualties, it suffers penalties to attack for the remainder of the battle. See **Casualties** for details.

CASUALTIES

Casualties are simply the mass combat term for damage. Rather than rolling for damage in mass combat, since a unit consists of up to 20 individuals, units roll to

inflict casualties. The procedure, however, is identical to rolling damage in the core rules; each unit that made a successful attack rolls 1d6 (plus unit-specific bonuses). The result of the d6 is the number of men in the opposing unit who are dead or too injured to carry on the fight.

Just as in the core combat rules, roll an extra d6 for casualties if the “to hit” dice come up boxcars, adding the dice together for total casualties inflicted.

For units with multiple attacks, each successful attack nets a casualty roll.

GAME EFFECTS

If a unit suffers 25% or more of its base value in casualties (that is, 5 casualties for a 20-man unit), it suffers -1 to attack for the remainder of the battle. If the unit suffers 50% or more (10 of 20), the penalty to attack is -3. Finally, if the unit has suffered 75% of its base value (15 of 20), the penalty to attack is -5.

CAVALRY

If a unit's roll to hit strikes the horse's AC, only horses are suffered; the surviving knights, thus unhorsed, each have a 50% chance to continue fighting as a smaller unit of Infantry, maintaining their AC and weapons but taking on the movement of light, standard, or heavy infantry, dependent upon whether they were light, medium, or heavy cavalry. These knights effectively split off into their own unit, or are absorbed into a nearby Infantry unit (thus assuming the stats of that unit). If the higher AC is struck, there is a 50% chance that the horse survives the rider's death.

In the case of Medium Cavalry, wherein the knights and their mounts have the same AC, roll for each casualty suffered to determine whether horse or knight (50/50 chance) was slain, and, if horses were slain, the knight has the normal 50% chance to continue the fight.

DEMI-HUMAN AND HUMANOID CASUALTIES

As stated earlier, demi-humans and humanoids impart their special abilities to a unit, so long as the demi-human or humanoid maintains representatives within that unit. Thus, it is important to know how many of a given race exist within a unit, and how to determine if they have been killed. There are three means to do this.

METHOD 1

The first method is to determine the percentage of the unit represented by demi-humans, and roll dice to see if any (or all) have been killed. If a unit has twenty men, for example, and one of these is an elf, there is a 5% chance upon taking casualties that the elf has been killed; a result of 3 on 3d6 would suffice in this case. This percentage will increase as the unit takes casualties, until eventually the demi-human will die. When determining the probability of a demi-human or humanoid casualty, round fractions up if the unit contains more than half non-humans, and round fractions down if the unit contains less than half non-humans.

In the case of a unit having more than one demi-human, the simplest method for determining demi-human casualties is as follows. If the dice indicate a demi-human has been hit, roll a d6 to see how many of the casualties were demi-humans. If the d6 comes up higher than the number of demi-humans in the unit, then naturally all demi-humans have been killed. The result of this d6 can never be higher than the total casualties suffered by the unit; if a unit has only suffered three casualties, surely 5 demi-humans cannot have been killed!

METHOD 2

A more accurate, but more time consuming method sees percentages figured in the same way as Method 1, but rolling

separately for each casualty suffered, adjusting the probability of that casualty being humanoid or demi-human based on the total casualties suffered thus far.

METHOD 3

Finally, we come to what is probably the smoothest and simplest way to deal with the situation. The Referee tallies exact numbers of demi-humans, humanoids, and overall troops in the unit. He then rolls dice that closely approximate those totals, assigning a value to demi-human or humanoid troops.

For example, if the unit has twenty men, and four are demi-humans, roll 2d6 and on a result of 11 or 12, between one and three (1d3) of the demi-humans have been killed. With only d6's it may be difficult to achieve exact numbers with this method, so it requires some judgment call on the part of the Referee. However, it is the fastest and probably the smoothest way to handle demi-human and humanoid casualties.

HEALING

Priests acting as Heroes in units can use any Cure, Heal, or Regenerate spells they may have prepared as standard; each Cure spell will negate a single casualty. The sole exception to this is in the case of Heroes. If a Hero falls prey to a casualty roll, only a Raise Dead will restore him or her.

Likewise, a Priest or Paladin may utilize their Healing Touch ability to negate casualties. Each three points (or portion thereof) healed results in one casualty being negated. Note that the Priest or Paladin cannot choose to spend less than three points on the Healing Touch; the "portion thereof" clarifier simply means that, for example, if the Priest has 7 points of Healing available through Healing Touch, he can restore three casualties. Likewise, even a first level Paladin can restore a single casualty with his Healing Touch. As with standard play, spells will be lost if a

casting roll is failed, and Healing Touch may be used a limited number of times daily.

At the referee's option, if the situation calls for it, a Priest can break into normal rounds to cast healing spells on specific individuals, such as in a battle between Heroes.

MORALE

After combat is resolved, tally casualties. Any unit that has either lost a fight this Turn (suffered more casualties than a unit directly opposing it in melee) and has suffered more than 25% of its remaining force in casualties must make a morale check to continue the fight. Having a Hero in the unit adds a +1 bonus to this check. Losing a Hero requires an immediate morale check at -2, and (assuming the unit passes the first morale check) inflicts -2 to any morale check for the unit at the end of the round. Other bonuses and penalties are determined as follows:

- Unit still outnumbers victor: +3
- Unit's Hero won single combat: +2
- Unit will receive reinforcements next Turn: +1
- Unit has lost 1/3 of its remaining force this Turn: -2
- Unit has lost 50% of its remaining force this Turn: -3
- Unit has lost 75% of its remaining force this Turn: -4
- Unit's opponent will receive reinforcements next Turn: -2

If the unit succeeds at its morale check by *beating* the required number, it will continue fighting as normal. If the unit succeeds at its morale check by *exactly* the required number, it will continue fighting, but is driven back 1d3 inches (d3x5 yards) as the attacking unit gains ground.

SURRENDER, RETREAT AND RALLY

If a unit fails its morale check, it either flees or surrenders, at the Referee's option and dependent upon prevailing circumstances of the battle. If unsure, simply roll a d6 for a unit that fails morale: a 1-3 indicates flight, and a 4-6 indicates surrender.

If a unit surrenders, see **Survivors and Prisoners**, below.

On the next Turn, a fleeing unit will move at its Charge rate away from the battle, avoiding friendly and enemy units as best it can. At the end of that Turn it may make another Morale check to Rally; if it succeeds, the unit recovers and may return to the battle; if it fails this Morale check, the unit continues to flee at its Charge rate until it exits the field of battle entirely or succeeds at a check, allowing it to Rally and return.

A fleeing unit that is forced within 1 inch/5 yards of a friendly unit which is not fleeing may make a Morale check at +1 (+3 if the encountered unit has a Hero) to immediately Rally and join that unit.

ROUT!

If the unit's Morale check comes up snake eyes, the result is a complete rout; the unit will turn and flee in a straight line away from the battle at its full Charge rate. If this brings the unit into contact with a friendly unit, see the rules on **Clashing** (p. 35), though in this case forming a Phalanx is impossible; the routed unit may never rally. If this brings the unit into contact with an enemy unit, refer to the rules on **Clashing**, but the fleeing unit *does not roll to inflict casualties*; this horrific scenario results in a slaughter.

SURVIVORS AND PRISONERS

At some point, it may be necessary to determine which enemy casualties have survived or been captured as opposed to

killed. In general, casualties rolled on dice following a battle will leave no prisoners. Medieval (and by extension fantasy) combat was brutal, gory, and personal. Any who were not killed outright were generally left on the field of battle for dead. That being said, approximately 5% of any given army's (not unit's—army's) casualties may have survived to be borne home by their own. Determine total casualties suffered and assume that 5% of these have survived and gone home.



If a unit surrenders, all members of that unit become prisoners of the unit that defeated them. This, of course, means that the victorious unit cannot continue the fight until they deliver the prisoners to a safe location, be it leaving men behind to guard the prisoners, or delivering the prisoners back to their lines. They can also opt to let the prisoners go; if this occurs, treat the (now former) prisoners as fleeing.

If a unit flees, 1d6 members of the unit will fall behind and be captured. If a unit is completely routed, 2d6 prisoners will be had.

LARGE, GIANT, AND EXTRAORDINARY CREATURES

The realm of fantasy opens the door wide to nearly limitless possibilities. As such, certain factors will always have to be adjudicated based on the situation; certainly an army with flying mounts, for example, will have a distinct advantage over units that are ground-based. Exactly what that advantage is and how it works is up to the Referee. Remember, *S&S* is designed to be rules light and played fast and loose. Assign bonuses and benefits, and move on; just be consistent in your adjudication. In the example above, the clear benefit is that flying units can only be attacked by archers so long as they do not engage in melee. You may grant them a special ability called Attack on the Run, enabling them to make

a diving assault on a unit at the half-move phase, suffering only 50% melee casualties from the target's counterattack.

Generally speaking, creatures more than one size level larger than humans act on their own, but may form a Phalanx with a unit. If an army, for example, has a huge fire dragon on its side, the dragon might form a Phalanx with a unit of heavy cavalry, but will act on its own. In general, such creatures are treated as "heroes plus," requiring simultaneous hits (effective casualties in a single Turn) equivalent to their hit dice to be slain. They also grant all Hero bonuses to any unit with which they are joined in a Phalanx, and Heroes may choose to directly engage such extraordinary creatures.

BOOK THREE
MONSTERS AND MAGIC



MONSTER REFERENCE TABLE

Monster	#App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
Bear	1-2	N(U)	L	4	120'	7 (25 hp)	2 claw, bite (2 daggers and hand axe)	Improved Grappling (d6+3 damage), Powerful	1	270+7 (445)
Bird (Large)	10-50	N(U)	T	1-3	30'	1 (3 hp)	Beak (unarmed, 1 point of damage)	Fly 120', Nightvision; Timid	Nil	0*
Bird (Small)	10-50	N(U)	T	1-4	25'	1-1 (2 hp)	Beak (unarmed, 1 point of damage)	Fly 120', +2 (20%) Stealth; Swarm, Timid	Nil	0*
Bird of Prey	1-6	N(U)	S	2-2	35'	1+2 (5 hp)	2 claw, beak (3 unarmed, real damage)	Fly 120', Nightvision, Enhanced Vision, Tracking	Nil	13+1 (18)
Blink Dog	2-12	G	M	3-3	200'	4+4 (18 hp)	1 bite (Dagger)	Teleport, Darkvision, Low-Light Vision, Enhanced Scent	Nil	90+4 (162)
Cat, Great	2-12	N(U)	L	3-4	200'	5+10 (28 hp)	2 claws, bite (2 daggers, hand axe)	Pounce, Rake, Stealth as 8 th level Thief, Low-Light Vision, Enhanced Hearing, Enhanced Sight	Nil	120+5 (260)
Cattle	6-30	N(U)	L	2-4	100'	5+10 (28 hp)	Hom or 2 hooves (short sword or 2 clubs)	Stampede	Nil	80+5 (220)
Centipede, Giant	2-7	N(U)	M	4	120'	2 (7 hp)	Bite or sting (dagger)	Class 3 Poison (Bite), Darkvision, Stealth as 5 th level Thief, Vibration Sense (air), Wall Crawl	3 (in Lair)	22+2 (36)
Crab, Giant	1-6	N(U)	M	7	60'	4 (14 hp)	2 Pincers (Battle Axes)	Breathe Water, Crush, Swim 90' Vibration Sense (Water)	2 (in Lair)	60+4 (116)
Deer	2-12	N(U)	M	2-3	120'	2 (7 hp)	2 hooves (clubs) and antlers (dagger; males only)	Leap, Enhanced Senses (All), Timid	Nil	10+5 (45)
Dog	4-24	N(U)	S-M	2	70'	1 (3 hp) 2	Bite (Hand Axe; 2 HD only)	Enhanced Senses (Hearing and Smell), Track, Swarm	Nil	7+1 (10) or 15+2 (27)

Monster	#App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
Dolphin Dolphin (Cont)	4-24	N(U)	M- H	1-3	Swim	(6 hp) 3 (12 hp) 6 (22 hp) 10 (40 hp)	Ram (Flail, mace, or morning star-by size) or Bite (hand axe, short sword, battle axe-by size)	Crush (bite; H size only)**; Enhanced Senses (Hearing and Vision), Hold Breath, Improved Charge (Ram), Swarm, Swim 120', Vibration Sense (water)	Nil	45+3 (81) or 270+6 (402) or 1350+10 (1750)
Eel, Giant	2-12	N(U)	L	1	Swim	3 (12 hp)	Bite (Hand Axe)	Breathe Water, Swim 120', Electrical Discharge (full)**	Nil	30+3 (66)
Elves, Aquatic	Any	Any	M	4 or 5	40'	1 (5 hp)	By weapon or spell (Elves can have multiple Hit Dice and gain one attack per 3 hit dice)	Breathe Water, Swim 90', Vibration Sense (water), Elf Abilities (S&S, p. 15-16) [†] , Warrior and Wizard abilities	1	11+1 (16) Or special if multi-HD (S&S, p. 137)
Ghost	1-6	E	M	3-4	60'	4 (14 hp)	3 claws and bite (3 daggers, short sword)	Darkvision, Paralysis, Spawn, Stench, Vulnerable (Cold Iron)	5	100+4 (156)
Goat	2-12	N(U)	M	1	70'	2 (6 hp)	2 hooves (club) or horns (flail)	Improved Charge (horns only)	1 (in stomach)	15+2 (27) ^{††}
Goat, War Ram	2-12	N(U)	M- L	3	100'	3 (10 hp)	2 hooves (flail) and horns (heavy mace)	Improved Charge (horns only), Enhanced Vision	Per rider	30+3 (60)
Hippocamp	2-12	N(U)	L	4	90'	4 (16 hp)	2 hooves (flails)	Breathe Water, Improved Charge, Swim 120', Vibration Sense (Water)	Per rider	90+4 (154)
Kelpie	1	E	L	4	100'	8 (28 hp)	2 hooves and bite (2 flails and hand axe)	Breathe Water, Adhesive Skin, Alternate Form, Magic	7 (in lair)	825+8 (1049)
Lizard, Monitor	1-6	N(U)	L- H	5	70'	4 (14 hp)	Bite (hand axe) or Tail (hvy mace)	Class 4 Poison (Bite)**; Crush	Nil	90+4 (146)
Leech, Giant	4-24	N(U)	M	2	50'	3 (10 hp)	Bite (dagger)	Breathe Water, Blood Drain, Hemophilia, Swarm	Nil	30+3 (60)
Locathah	Any	Any	M	5	30'	3 (9 hp)	By weapon; 2 attacks	Breathe Water, Enhanced Senses (Hearing), Enhanced Senses (Vision),	1	30+3 (57)

Monster	#App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
								Swim 100'		
Merfolk	Any	G or N(B)	M	3-1	60'	2 (7 hp)	By weapon	Alternate Form (Special; see text), Breathe Water, Enhanced Senses (all), Low Light Vision, Magic, Swim 90', Warrior Class abilities	1	22+2 (36)
Merfolk (Cont)										
Naga	1-6	Any	M-H	6	60'	4 to 12 (see text)	Bite (hand axe), Tail (large mace)** , Sting (dagger)**	Breathe Water**, Breath Weapon** (see text), Constrict, Magic (see text)**, Poison (see text)**	6 to 9	By HD and special abilities. See text.
Plesiosaurus	1-2	N(U)	C	4+3	Swim	20 (70 hp)	Bite and 2 Flippers (Mounted Lance and 2 two-handed swords)	Crush, Hold Breath, Swim 110'	6 (in stomach)	4950+20 (6350)
Rat, Giant	4-24	N(U)	S	1-1	90'	1 (3 hp)	Bite (hand axe)	Disease**, Enhanced Senses (all), Nightvision, Stealth as 4 th level Thief, Swarm	3 (in lair)	11+1 (14)
Rays	1-11	N(U)	S-L	2	Swim	1 to 3 (3 to 10 hp)	Bite (Dagger) and Tail (hand axe)**	Electrical Discharge (half)** , Class 1, 2, or 3 Poison (tail)**	Nil	7+1 (10) or 15+2 (29) or 30+3(60)
Sahuagin	Any	E	M	3-1	60'	2 (6 hp)	By weapon	Breathe Water, Enhanced Senses (Vision), Low Light Vision, Swim 90', Thief Class abilities	1	15+2 (27)
Scorpion, Giant	2-7	N(U)	L	7	100'	4 (14 hp)	2 claws and tail (2 morning stars and 2-handed sword)	Crush, Class 3 Poison (Tail)	4 (in lair)	60+4 (116)
Sea Cat	2-12	N(U)	L	5-3	40'	10 (35 hp)	2 claws and bite (2 hand axe and long sword)	Darkvision, Divine Conviction (S&S p. 28), Enhanced Senses (Smell), Hold Breath, Iron Constitution (S&S p. 18), Rend, Swim 120'	Nil	900+10 (1250)
Shark	2-12	N(U)	L-H	2-3 or 3-	Swim	5 (18 hp)	Bite (Morning Star or 2-handed sword), +3 to hit	Enhanced Senses (Smell), Iron Constitution (S&S p. 18), Swim 120'	2 (in stomach)	120+5 (210) or 900+10 (1250)

Monster	#App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
				3		or 10 (35 hp)		Track (Smell), Vibration Sense (Water), Berserk (Blood smell)		
Spider, Giant Spider (Contl)	2-12	N(U)	L	4-2	100'	5 (18 hp)	Bite (Long Sword)	Class 0 Poison, Stealth as 6 th level Thief, Vibration Sense (air** or web), Wall Crawl, Web	2	180+5 (270)
Swarm	20-120	N(U)	T-M	2	120'	See notes	Special	Engulf, Swarm, Poison (bite)**	Nil	By HD and special abilities
Wight	2-12	E	M	4-1	80'	6 (21 hp)	4 Slam (Heavy Mace)	Darkvision, Energy Drain (slam), Spawn	5	360+6
Whale	2-20	N(U)	G-I	6	Swim	10 to 15 (35 to 52 hp)	Tail (2-handed sword) or Bite** (Mounted Lance)	Crush (Bite)**, Hold Breath, Powerful, Swallow Whole**, Vibration Sense (Water)	Nil	2050+10 (2400) or 6100+10 (6620)††
Wolverine, Giant	1-6	N(U)	M-L	4	90'	4 (14 hp) or 5 (18 hp)	2 claws and bite (2 short swords and morning star)	Berserk, Enhanced Senses (Smell), Powerful, Nightvision	Nil	90+4 (146) or 120+5 (210)

* These creatures are so nonthreatening that despite any abilities they may have, no XP is gained for killing them unless special circumstances are in play or they attack as a Swarm (in which case calculate XP as a swarm).

** Only certain species or individuals, at Referee's discretion.

†Except for secret door detection, and cultural weapon proficiency is trident and crossbow.

††Only if encountered in combat

NEW MONSTER ABILITIES

Adhesive Skin: Any who touch this creature's skin become stuck fast. Only a Super-Heroic Strength Ability Check can pull free, and then the victim suffers 2 dice of damage if his bare skin was in contact with the creature (he literally rips his skin off). Of course, if the victim is fortunate enough to have booted feet or gauntleted hands touching the creature, only a normal Dexterity Ability Check is needed to break free, and the character only loses his boot or glove. When stuck to the creature, all attacks against the creature suffer a -4 due to the awkwardness of limited motion.

Berserk: The creature flies into a berserk rage either as soon as it takes damage, 1d6-2 (minimum 1) rounds after combat begins, or when a precondition (listed in parentheses) is met. The monster temporarily gains a +2 bonus to damage die rolls, and a +2 bonus to Wisdom and Constitution saving throws. While in the rage, the creature suffers a -2 penalty to armor class and a -2 penalty on all Intelligence checks. All of these effects cease at the end of the fury.

The rage lasts for a number of rounds equal to 1 plus the creature's hit dice. When in a fury, berserk monsters have little control of their faculties. They focus first on the direct target of their rage, but can mistake allies for enemies when no opponents remain alive. If the monster is in a fury and no enemies remain to fight, there is a 3-in-6 chance the monster turns to the nearest individual to attack, and it must make a successful Wisdom saving throw to avoid attacking that individual. This check does receive the +2 bonus mentioned previously.

A berserk creature may not prematurely end a fury. While raging, a monster cannot use abilities that require patience or concentration, such as determining direction. They cannot, or will not, engage in conversation, limiting their communication to snarls, roars, and battle cries. At the end of a fury, the creature is fatigued (*S&S* p. 102) for four hours.

Crush: Upon a successful attack, the creature manages to grab hold of its victim, inflicting 1d6+Ability Bonus (*S&S*, p. 134) in damage per round. Worse, while captured, the victim suffers -4 to all attacks against the creature. Breaking free from a crushing attack requires an opposed (unpenalized) Strength check.

Electrical Discharge (half/full): The creature can unleash a bioelectric charge. Land-based creatures with this ability must touch their target (see "Melee Spell Attack," *S&S* p. 38) to use the power. Those that can do this in water automatically effect a 20' radius with the attack. The ability can be used once per round. Creatures designated "Half" deal damage equal to half their hit dice per attack. Creatures designated "full" deal damage equal to their full hit dice per attack. In either case, victims must make a Constitution-based Saving Throw, or be stunned for 1d6-2 (minimum 1) rounds (which could lead to drowning if underwater) from the attack.

Hemophilia: The creature secretes an anticoagulant, which it injects into any wounds it causes. This results in the wound continuing to bleed for 3d6 rounds after the wound is inflicted (or, in the case of a blood-drinker, after the creature is removed), dealing 1 point of damage to the

victim per round. Packing a wound with lime or flour, or properly binding the wound can slow the bleeding, requiring a Wisdom check on the part of the healer and halving the damage. Cauterization is another option, though this deals 1d6 points of burn damage on its own. Magical healing, of course, negates the effect of the anticoagulant entirely as it seals the wound.

Hold Breath: These creatures have an amazing lung capacity, and can hold their breath for a number of rounds equal to 1d6 plus hit dice in minutes for small and medium creatures, in turns for large and huge creatures, and for giant and larger sized creatures, for one hour per three hit dice the creature possesses.

Improved Charge: When this creature takes a Charge action (*S&S*, p. 100), the opponent does not gain +3 to hit it back. In addition, if the creature has a rider, the rider also gains the benefit of this Improved Charge on his attacks this round, and can make multiple attacks if her character class permits.

Improved Grappling: If this creature hits with both of its claw attacks, it automatically succeeds at grappling the opponent in a bear hug, dealing the listed damage each round until the opponent breaks free, per the Grappling rules (*S&S* p. 92) or it takes damage, in which case it will slam the victim to the ground, dealing standard damage for a slam (*S&S* p. 92).

Leap: The creature can leap up to 1d6+2 feet high and 2d6+2 feet long with a running start of at least 10 feet.

Pounce: If this creature attacks from at least 10' away, it gains the benefit of a Charge action, but can make multiple attacks (if applicable) and the opponent does not gain +3 to hit the creature back.

Powerful: These creatures are much stronger than one would expect. When rolling damage for any given attack, roll an extra die and keep the best result. Thus, an attack that deals (as most do) 1d6 damage would result in 2d6 rolled, keeping the best of the two.

Rake: If this creature hits with both of its claw attacks, it automatically deals additional Powerful damage (see Powerful, above). Roll 2 dice; the better of these two adds to the total damage the creature inflicts this round. This is in addition to normal damage from its claw attacks.

Stampede: This ability only works if a herd of animals is present. A frightened herd flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 2d6 points of damage for each five animals in the herd. Victims may make a Dexterity-based save for half damage.

Stench: Any creature within 30 feet (farther if there is a strong wind) of this creature is assaulted by the scent of rotting flesh. This nauseating stench causes the unfortunate victim to retch continuously, reducing their effectiveness. If they fail a constitution save, they suffer 1d4 points of subdual damage from initial contact, and suffer a -2 penalty on all attack rolls. This penalty persists until two rounds after the victim is no longer able to smell the stench.

Swarm: These creatures have the ability to make multiple simultaneous attacks due to sheer numbers. So long as there are at least 7-8 creatures available to attack a target, the swarm will deal 4d6 damage. As its number of attackers dwindles (assume with Tiny creatures, for every 2 points of damage dealt, one creature in the swarm is killed), the damage will reduce by 1d6 per two creatures below 8 attacking. Thus, if 6 creatures are attacking, damage is 3d6. If 2 attack, 2d6 damage is dealt. Always round up; thus, 7 creatures still deal 4d6 and 5 still deal 3d6. The only exception is when there is only one creature attacking, in which case damage is generally only 1 point.

This assumes creatures of Tiny size. Small and Medium creatures with the Swarm ability add 1d6 to damage (including that from a single creature) and each creature has 4 hit points, or hit points as stated in its listing with listing taking precedence (Dogs, for example, have 6 each). Large and Huge creatures double damage and 12 hit points each or as listed, save single creatures, who deal a damage bonus equal to hit dice.

Referees may create swarms of creatures larger than Huge; for every size category thereafter, increase damage multiplier by 1 and double hit points of the level below (or hp as listed), save single creatures which are treated as Large and Huge for purposes of damage dealing.

Teleport: The creature may use the Teleport spell (S&S, p. 51), with certain restrictions. The ability can be used at will with no roll needed, and counts as the creature's movement action, so long as the

creature only "blinks" from one location to another within its line of sight up to 30 feet (6") away. Blinking is often random, having a 4-in-6 chance of occurring on any given round and the creature blinking to a random location determined by rolling 3d6 as per the table below. Before rolling, the Referee should determine which way the creature is facing. All directions are relative to this factor.

If the creature attempts to teleport farther than its standard line-of-sight/30 feet or to carry any weight, a roll to cast the spell is needed. Treat the creature as an 8th level caster. If this roll fails, standard spell failure penalties are applied to the creature (though instead of needing to re-memorize the spell, it cannot be used again for 24 hours).

Table: Random Teleport

Result	Direction
2	Straight backwards
3-5	Backwards and left
6-8	Backwards and right
9	Straight left
10	Straight right
11-12	Straight forward
13-14	Forward and Right
15-16	Forward and Left
17-18	Blink in place

Blink in Place: This result indicates the creature rapidly blinks in and out, remaining in its current location, resulting in any attacks this round suffering a 50% chance of missing altogether.

Timid: A Timid creature will not fight if it has any escape potential whatsoever. These creatures do battle only when

cornered or to defend their young. Thus, their special abilities are mitigated. Unless they have some extraordinary ability such as an Electrical Discharge, Poison, or spell-like powers, treat creatures as having no special abilities for bonus XP when calculating their value.

Vibration Sense (Type): The creature can sense vibrations in its adapted environment, giving it the equivalent of Enhanced Senses (all) when in that environ, for purposes of navigation and movement. Many sea creatures, for example, navigate by sensing vibrations in water. Creatures that sense vibrations in air are amongst the most dangerous. These can neither be blinded nor have their senses hindered effectively while anywhere but underwater. Thus, while a creature might be deafened by an effect, their ability to sense vibrations will still tell them someone is talking, shouting, or even whispering, although they might not be able to make out the words. Creatures with echolocation are considered to have Vibration Sense.

Wall Crawl: The creature can move up vertical slopes and across ceilings at its full movement rate. The only things that will spoil this ability are extremely smooth or slick, or smooth and wet surfaces such as wet glass or ice. Generally grease and oil will not foul this ability; only surfaces such as glass, ice, or smooth, wet stone will do the trick.

IMPROVING MONSTERS

Many of the monsters in *S&S* are low-level or low-HD monsters. This doesn't mean

that an orc can't be a threat to a higher-level PC, or that there can't exist an Orc Warlord. Improving monsters is little different than designing new monsters as described in *S&S*, p. 135, and indeed is quite a bit easier.

Any monster can be made more formidable by simply adding more hit dice to it. This will grant it bonuses to ability checks and saves, and if you so choose, can grant additional attacks. A 4 Hit Die orc, for example, might gain attacks as a fourth-level fighter. This will, of course, increase its experience point value as well as its deadliness, and you will need to re-calculate that value using the guidelines on p. 137 of *Spellcraft & Swordplay*.

Though adding hit dice is the most obvious method, and should always be the first employed, there are even more ways to beef up your monsters. You could add special abilities from those described both herein and in the core rulebook, or even create your own. Increasing a creature's size also makes it more threatening. Larger creatures also gain a proportionate increase in Strength and attack potential (an attack that was previously as a dagger now attacks as a short or long sword, for example). Finally, they will have a longer reach for drawing combat. An increase in size should count as a Type II special ability if it results in more formidable attacks and a longer reach.

In the end, be creative and don't think that just because your characters have hit fourth level that orcs and goblins can't be scary anymore. Advancing these creatures is a snap, and suddenly your players will blanch at the sight of a frothing, battle-raged orc, never knowing whether it's the standard 1 HD version or something they've never fought before.

MONSTER DESCRIPTIONS

Bear: Bears are omnivorous creatures that inhabit most temperate or arctic climes. The male bear is almost always solitary. If more than one is encountered, the group consists of a mother and one to three cubs. Once a year black and brown bears gather along the banks of rivers feeding on salmon as they

swim upstream to spawn. Bears generally try to avoid contact with



humans or like creatures. Brown bears dwell in cold, forested environments, and are encountered in families of up to six members, while the smaller black bears favor more temperate climes but still live in forested areas. Much like their kin the black bear, they travel in small family groups. Brown bears are particularly strong, aggressive, and very hard to kill. There are other types of bears possible as well, including the vicious arctic-dwelling polar bear, who will stalk and kill a human for sheer sport, and the prehistoric cave bear, who can be up to 14 feet long and is extremely vicious and territorial.

Though not generally aggressive, if a bear feels threatened it will rush an opponent in an attempt to knock it over and grasp it in its huge claws. Once pinned, the bear bites at the victim's head and face until it is satisfied that creature is immobilized or dead. Cave bears always drag their victims back to their lairs and eat them.

Bird: All birds have forelimbs modified as wings and most can fly, with some exceptions including penguins, the dodo,

and the ostrich. There are at least 10,000 species of birds found in every environment from Arctic to desert to tropical. Birds range in size from the 2-inch Bee Hummingbird to the 9-foot Ostrich. The statistics here represent typical small birds in temperate climes.

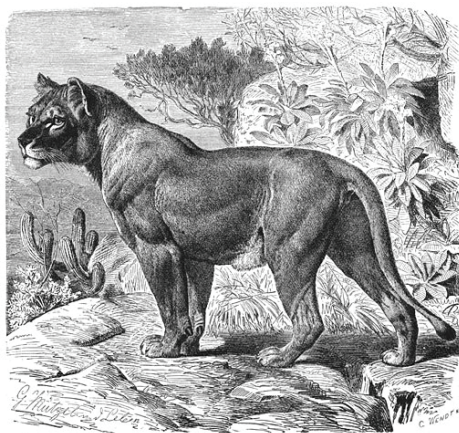
Bird of Prey: Birds of prey, or raptors, vary greatly in type, but share many common attributes. Eagles are powerful, predatory birds that hold great religious significance for many cultures, and are often friendly with elves. Falcons are fast, agile birds that rely upon speed to snag their quarry. Hawks can be seen gliding on wind currents in many different habitats. All birds of prey have superior visual acuity, and can spot prey from a great distance. These birds build large nests in lofty areas such as high mountain aeries, or on the top branches of very tall trees. They are monogamous animals that mate for life, and return to the same nest year after year.

Blink Dog: Blink dogs appear to be normal dogs, but are highly intelligent and have the innate ability to vanish and reappear at will. They are wholly good, often raised by hounds from the faerie realms. They have a natural affinity and respect for canine creatures. Blink dogs always travel in packs, ranging from 4 to 16, and enjoy the wide open plains of the material world.



Cat, Great: The category of Great Cat covers all species of large, predatory felines including cougars, panthers, tigers, savannah lions, and even cheetahs. The Referee may need to make minor adjustments to statistics for variations in breed—for example, cheetahs should move faster than the average great cat, perhaps with bursts of speed up to 250' per round (with an appropriate initiative bonus to boot).

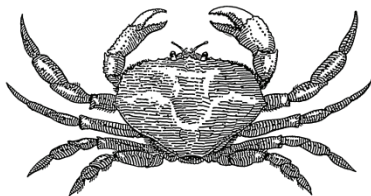
Like all cats, Great Cats are apex predators with keen vision and hearing, powerful musculature, and vicious claws and teeth. Some breeds are solitary, such as panthers, while others such as savannah lions are social, living in groups of 2-12 known as a pride. While they are generally not aggressive towards humans and demihumans, a starving or wounded great cat or one whose cubs or territory has been threatened, is not a creature to be taken lightly.



Cattle: The generic “Cattle” covers most varieties of bovine herd animals, from cattle to oxen to bison to water buffalo. By increasing the size, AC and attack type for the horn, the Cattle entry could also easily be used to model more exotic species such as the rhinoceros.

Centipede, Giant: Centipedes are arthropods—elongated insectoid animals with one pair of legs per body segment. A key trait uniting this group is a pair of venom claws formed from a modified first appendage. Their bites may have effects ranging from mild discomfort to life threatening. Giant centipedes, which can range anywhere from 4-7 feet in length, always inject powerful venom that threatens the lives of their victims. Centipedes normally have a drab coloration combining shades of brown and red, though cave-dwelling and subterranean species may be pale white or pink and many tropical species have bright coloration. Centipedes can be found in a wide variety of environments and are generally nocturnal in nature.

Crab, Giant: Crabs are active creatures which exhibit complex social and behavior patterns. They communicate by drumming or waving their pincers. Crabs tend to be aggressive towards one another and males often fight to gain access to females, or for the best hiding holes on rocky beaches, underwater formations or coral reefs. Crabs are omnivores, feeding primarily on algae, and killing or scavenging any other food, including mollusks, worms, other crustaceans, fungi, etc, depending on availability and the crab species. Giant grabs are not beyond attacking humans and demihumans for food, and it is said that once one gets a taste for (demi)human-flesh, it will thereafter be a man eater almost to the exclusion of all else.



Deer: Deer live in a variety of environments ranging from tundra to the tropics. While often associated with forests, many deer live in transitional areas between forests and thickets and prairie and savanna. The majority of large deer species inhabit temperate forest, tropical forest, and savanna habitats. Deer are marked by their keen hearing, smell, and eyesight, which enables them to spot slight movement from quite a distance. Their eyesight, however, is limited to the notation of patterns and movement; thus it is possible to fool a deer's eyes to a degree with adequate camouflage. It is their hearing and smell that they rely on the most, and a deer will often smell a potential predator upwind long before it sees the predator (or vice-versa).

Dog: Dogs come in a wide variety of breeds, colors and sizes. Wild dogs are generally of larger, stouter, breeds. They socialize in packs numbering from 4 to 16 individuals. They can be found in any climate and any terrain. They can be aggressive if hungry and have a guarded fear of humans, humanoids or demihumans. Domestic dogs that are displaced or escape into the wild will form packs just as their wild counterparts do, and it is said that the most dangerous creatures one can encounter in the wild is a pack of feral domestic dogs, as these have all the predatory instinct and aggression of wild dogs, but are often more intelligent in the ways of civilized people and rarely have any fear of humans.

Dolphin: Dolphins are marine mammals that are closely related to whales and porpoises (indeed, porpoises share the same game statistics as dolphins). There are almost forty species of dolphin known, which vary in size from 4 feet up to 30 feet long and weighing up to 10 tons (the Orca or Killer Whale). They are found worldwide, mostly in the shallower seas of the continental shelves, and are carnivores,

mostly eating fish and squid. Dolphins are considered to be amongst the most intelligent of animals and most species are of a friendly and playful disposition, though the aforementioned Orca can be aggressive depending upon the situation. Dolphins are the natural enemies of sharks, and on more than one occasion a school of dolphins have rescued a human under attack by sharks. Some underwater cultures have trained Dolphins as mounts.

Eel, Giant: Eels are elongated fishes, ranging in length from 2 inches to 12 feet in length. Giant eels range from 12 feet to 15 feet in length. They have no pelvic fins, and many species also lack pectoral fins. The dorsal and anal fins are fused with the caudal or tail fin, to form a single ribbon running along much of the length of the animal. Most eels prefer to dwell in shallow waters or hide at the bottom layer of the ocean, sometimes in holes called eel pits. Though not true eels, electric eels share the same game statistics and have the additional ability of unleashing a powerful bioelectric shock into the surrounding waters.



Elves, Aquatic: Few know the true history behind why Aquatic Elves evolved to their underwater habitat away from their surface- and subterranean-dwelling cousins. The split happened so long ago that even the aquatic elves themselves have little memory of their own origins. In the interest of keeping demihuman races malleable to the individual Referee's campaign, no additional traits will be listed. Suffice it to say that Aquatic elves share many of the same racial and cultural traits as their surface-dwelling cousins but are uniquely adapted to life underwater. Their hands and feet are webbed, enabling them to swim efficiently, and they can breathe both water and air, possessing both gills and lungs, but when moving about on the surface must constantly keep their gills wet, or they will begin to suffocate. Aquatic Elves can be used as a playable race; they gain all the racial abilities stated on p. 48 but again, must always keep their gills wet when above water—a far more difficult task than it would seem. This at very least precludes them from traveling long distances away from abundant sources of water. Worse, the water in question must be from their adapted habitat—an ocean-dwelling aquatic elf cannot use fresh water to wet her gills; she must use oceanic salt water.

Ghast: Reeking of decay and rotting thoroughly, these creatures appear as ghouls. Like ghouls, they haunt desecrated holy sites, unconsecrated burial grounds, battlefields, and similar desolate and evil areas. Any place where great suffering or loss has occurred, but has not been mended through divine power, is subject to infestation by ghasts. Unlike ghouls, ghasts are exceptionally intelligent creatures. Their cunning makes them quite useful as eternal minions in the service of powerful evil forces.

Goat: Goats are mountain-dwelling sheep that are omnivorous scavengers and are

adapted to eat almost anything. They are domesticated as live stock, providing both milk and meat. As hardy creatures they can easily live on prairies and farms. They alternate between playful and moody dispositions, but normally do not attack humans or demihumans unless threatened.



Goat, War Ram: Many mountain-dwelling species of demihuman, including some dwarves, have bred this large, pony-sized breed of goat to use as a mount in place of the horses used by humans. The War Ram is similar to a normal goat in all respects, save that it is generally of a more calm disposition and trainable as a mount. War Rams are renowned for their devastating charges, in which they smash into the enemy with their curved horns while their riders bear down with mounted lance, morning star, or even sword.



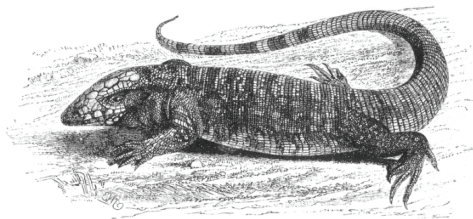
Hippocampus: Hippocampi are sea horses in the truest sense of the word; what merfolk are to humans, hippocampi are to horses, having the front end of a horse, marked by gills beneath its ears and possessing both iridescent scales and fur ranging from brown to dappled gray, and the lower body and tail of a fish. They are possessed of a similar temperament and

Intelligence as horses, and are a favored mount amongst underwater civilizations, particularly aquatic elves and Nixies.

Kelpie: Kelpies are evil, intelligent, mean-spirited water horses. They travel to the surface world, lure unsuspecting humans and demihumans to them, then drown and eat the poor souls. The natural form of a Kelpie is that of a black or white horse, immaculate in form and appearance. Kelpies can, however, alter their shape at will to appear as an exceptionally attractive human or demihuman of the same gender as the Kelpie's natural gender. They will attempt to seduce or charm a potential victim to coming close to them, and either mounting them as a horse, or embracing them as a human/demihuman, at which point their adhesive skin causes the victim to be held fast. The Kelpie then dives into the water, where the victim drowns before the monster releases it from the adhesive hold and devours the victim. To aid in their endeavors, they possess the following magic abilities as a 7th-level caster: (1st level, 4/2) Charm Person, Dancing Lights, Sleep, (2nd level, 4/2) ESP, Phantasmal Image, (3rd level, 7/3) Hold Person, Slow, Water Breathing, (4th level, 9/6) Cause Fear, Confusion, Charm Monster and Hallucinatory Terrain. Kelpies are always considered to have all spells prepared, and never forget a spell on a failed casting roll.



Lizard, Monitor: Monitor Lizards are a family of carnivorous lizards with dozens of species ranging from a few inches in size to nearly ten feet long. They are aggressive when hungry and lethargic and docile when sated, but when on the hunt or threatened they can move with deceptive Strength and quickness. Some of the larger species carry a deadly venom in their saliva.



Leech, Giant: Leeches are water-dwelling hemovores, feeding on blood which they drain from victims by attaching to the skin, biting and injecting a feeding tube which contaminates the wound with an anticoagulant to keep blood flowing. They generally will feed for up to a half hour or more before dropping off on their own. Leeches often live in dirty areas, stagnant pools and muddy waters where they can feed from microbial life forms when there is a lack of blood. As a result, some leeches can carry disease as a result of feeding from many different creatures or simply carrying bacteria from their tainted environs. While small leeches are generally not a serious threat (save the possibility of disease), their giant counterparts, which reach up to four feet or larger in size, can easily drain a good-sized adult human of blood.

Locathah: Locathah are humanoid creatures that are fish-like in appearance. They possess fins, scales, large eyes, and gills, and are adapted for aquatic life. They have exceptional hearing and vision when underwater, and suffer no penalties while engaged in submerged combat. They prefer to build large settlements within and around

coral reefs. Locathah always travel in groups of 20 to 200. They are incredibly astute tacticians, and will use the underwater terrain and their own aquatic skills to best advantage. They have been known to toy with opponents that are land dwellers, engaging them only enough to keep them interested while their water-breathing magic expires. Locathah may ride giant eels as mounts when outside their lairs. At the Referee's discretion, Locathah are a playable race, having no distinct benefits above other races. When playing a Locathah, the player chooses a class as normal and gains the abilities listed under the "Special" column. Class abilities replace Hit Dice and attacks, and players should be aware that Locathah will drown if they leave an underwater environment, being unsuited to breathe surface air (they have gills, not lungs).



Merfolk: Mermen and mermaids are humanoids who dwell in the oceans. They have the upper torsos of humans, but their lower portion terminates in a piscine tail, complete with fins. They prefer to live in salt water, building large shelters deep beneath the sea. There, they live cooperatively in communities of up to 200 members. They are shy and reclusive

creatures, and will interact with land-dwelling folk only rarely. They are intelligent and civilized people and fashion their own weapons and armor from coral and rock. They do not judge wealth by common standards; gold, silver, and other precious metals have little appeal for them. Pearls are common in mermen societies, so have little value. What is cherished most is glass, for their underwater world does not allow them to fashion it.



Mermen can assume normal human form and some young and curious members of the species have been known to travel incognito amongst humanity for a time. However, great care must be taken, for a mermaid (or merman) can only maintain human appearance when she is dry; the moment she gets wet, she resumes her natural form. While in human form, they lose their natural abilities and are treated as fully human. Merfolk can use the Charm Person spell as a 5th-level caster (6/2), and do not lose access to the spell on a failed casting test. At the Referee's option, merfolk are a playable race, choosing a character class as standard and gaining the

abilities listed under the “Special” column. Their character class will replace hit dice and attacks.

NAGA

Nagas are serpentine magical creatures of awesome Intelligence and power. They have the sinuous coils of a snake, but the head and face of a beautiful or horrid woman. There are many different classifications of naga, and they can be found in a variety of locales.



A few examples of nagas are described below, but this list is by no means exhaustive. All nagas have long, snakelike bodies covered with glistening scales, and more or less human faces. They range in length from 10 to 20 feet and weigh from 200 to 500 pounds. The eyes of a naga are bright and intelligent, burning with an almost hypnotic inner light.

DARK NAGA

A dark naga is a darkly seductive creature. The serpentine body is thin and elongated, and is sheathed in luminescent scales of black and dark blue. The tail is tipped with a wickedly barbed stinger. Dark nagas often

have stunningly beautiful female faces with long, flowing black hair. They prefer warm, subterranean areas, and solitude. They are studious and inquisitive by nature, and have very powerful and capable minds that are not easily outmatched. Dark nagas are thoroughly evil, but prefer to pursue individual power and knowledge rather than dominion over others. They have a sense of principle, and will honor any bargains or agreements they make. However, such agreements are usually to a dark naga's advantage, and they will follow them to the letter. Dark Nagas have 9 HD, the spell abilities of a 7th-level Wizard, and can use the spell ESP at will (a failed casting roll does not remove access to this spell). They possess Intellect Fortress as per a Wizard and Divine Conviction as per a Priest, adding +2 to all Intelligence- and Wisdom-based saves. They are immune to illusions and to having their thoughts read by any means. Finally, Dark Nagas have a tail sting that contains a Class-0 poison, which results in unconsciousness riddled with tortured dreams. This fitful sleep will rob any spell casting classes of their magical abilities for 1-2 days.

Avg. Hit Points: 22 XP: 1300+9 (1498)

Treasure: 8

GHOST NAGA

A ghost naga is a grotesque and horrifying creature that originates from infernal planes of existence. They have large yellowish or multi-colored bodies that are relatively short and thick compared to other nagas. The human visage is breathtakingly hideous – an almost indescribable parody of a human woman. Ghost nagas are often summoned from the nether planes to guard treasures, important passageways or rooms, prisoners, hostages, or other things that need a loyal and unwavering eye. Having little will of their own, these creatures usually perform their job well. They are

immortal and can remain in one area for eons before being slain or released from servitude. Ghost Nagas are evil and have 4 HD.

Incorporeal: Three times per day, a ghost naga can become nearly invisible and become incorporeal. This ability lasts for 8 rounds. The naga cannot make any attacks while in this state except to shriek (see below). A ghost naga in this state imposes a -4 penalty to opponents' chances to hit due to its near-invisibility, and can only be hit by magic weapons.

Cause Fear: The shriek of a ghost naga is hideous and disturbing on a visceral level. All creatures that hear this shriek are subjected to the effects of the fourth-level Wizard spell *cause fear* unless they make a successful Charisma-based save. This ability can be used 3 times per day.

Avg. Hit Points: 14 XP: 90+4 (146)

Treasure: 8

GUARDIAN NAGA

Covered in reflective scales that vary from gold to light green in color, a guardian naga is a luminescent servant of good. Their snake bodies are long and of moderate thickness, providing a balance between speed and power. Their faces are beautiful, and they have blonde hair of varying lengths. They are sacred custodians, tasked to protect holy relics, or acting as prison wardens for an unmentionable evil. They take their role quite seriously, and cannot be swayed from this task for which they feel they were born. Guardian Nagas are Good in alignment and have 12 HD.

Guardian nagas never retreat, and they will fight to the death to fulfill their duties. They prefer to use spells in combat, keeping their distance from melee combatants. If the spells seem to have no impact, they will resort to using more brutal methods.

Guardian nagas are able to wield spells as 9th level Priests.

Poison: Despite their beautiful appearance, guardian nagas have a pair of vicious fangs within their mouths. These fangs can deliver a poison upon a successful bite attack, but this form of delivery is rather weak, as the poison is diluted. A victim bitten by a guardian naga suffers only a Class 1 poison attack, in addition to normal bite damage.

Breath Weapon: The true danger from a guardian naga's poison is when it is spit at an enemy. The potency of the venom is undiluted and lethal, and counts as a Class 4 poison.

Avg. Hit Points: 42 XP: 2025+9 (2403)

Treasure: 9

SPIRIT NAGA

Spirit nagas are hypnotic creatures of shimmering scales and unusual beauty, but they are as corrupt as they are alluring. Spirit nagas enjoy inflicting injury and harm upon others, delighting in games of enticement and temptation before torturing and slaying their quarry in their remote, exotic lairs. Rarely, a spirit naga will cooperate with another, but they do not often share their conquests, and prefer to revel in solitude. They are Evil in alignment and have 9 HD.

Spirit nagas are cruel beings, and thrive on visiting pain and humiliation upon their intended victims. In battle, they use a combination of sorcery and brute power. They prefer to charm their victims into dropping their guard, so that they can constrict the life from the victims at their leisure.

Magic: Spirit nagas are able to wield spells as 7th level Priests and 5th level Wizards.

Dominate: Spirit nagas are able to bewitch victims through hypnotic movement and voice. Their coils seem to phase between translucent and opaque while they speak in mesmerizing tones, all contributing to the charming effect. Any creatures directly observing and listening to the spirit naga must succeed at an Intelligence save or be permanently charmed as per the Dominate monster ability.

Poison: A victim bitten by a spirit naga is subject to a Class 2 poison attack. This damage is in addition to damage from the actual bite. Additional bites during this time do not extend the duration.

Avg. Hit Points: 32 XP: 1300+9 (1588)

Treasure: 8

WATER NAGA

Water nagas live in freshwater rivers, streams, lakes or ponds. The water naga is a peaceful observer of nature, and avoids most contact with other creatures. They are generally only roused when their watery home is threatened. Water nagas vary in color from light blue to a soft green, and their hair usually assumes a greenish tint. Although not as strikingly beautiful as other varieties of naga, the faces of water nagas tend to be pretty and wholesome in appearance. They are Good or Neutral (Balance) in alignment and have 7 Hit Dice.

Water nagas are non-aggressive. They use their spells and mobility to retreat from combat under most circumstances. When forced to fight, they use a combination of sorcery and physical attacks to bemuse and distract opponents, hoping to create escape opportunities. If a water naga must kill an opponent, they will constrict the prey and pull it underwater until it drowns.

Magic: Water nagas are able to wield spells as 7th level Wizards.

Poison: The bite of a water naga releases a mild Class 1 Poison. Saves against this poison are made at +2.

Swim: Water Nagas can swim at 100'.

Avg. Hit Points: 25 XP: 405+7 (555)

Treasure: 6

Plesiosaurus: A plesiosaurus is a giant (15-foot long), water-dwelling dinosaur which somewhat resembles a diplodocus with gigantic flippers instead of legs. Unlike the diplodocus, however, Plesiosaurs are predatory, feeding on small fish, and thus can be dangerous opponents if provoked. Fortunately, they are generally passive creatures who will not attack humans or demi-humans unless they feel threatened. Their main predatory competition is the whale, and often battles will erupt in the deep oceans between whales and plesiosaurs. There are freshwater and ocean-dwelling varieties of plesiosaur.

Rat, Giant: These are simply gigantic, sewer- and cave-dwelling versions of the more common city and sewer rat. Their size makes them bolder and more aggressive than their common counterparts, and many carry disease. They tend not to travel in the swarms that their smaller cousins do, being more possessed of a pack mentality, though they can make use of the swarm special ability when there are enough encountered.

Rays: Rays are a variety of fish characterized by their long, whiplike tails and flat, disc- or wing-like bodies. They are predatory, being related to sharks and similar to skates, and the larger varieties of rays will attack humans and demihumans. Some rays have a class 2 or 3 poison in their tail sting, while others possess the

ability to emit bioelectric shocks like electric eels.



Sahuagin: Sahuagin are aquatic humanoids that dwell in oceans and saltwater seas. They are roughly the height of humans, but their bodies are thin and gaunt. They have wide, luminescent eyes which enable them to see in dark ocean depths. Their ears are long and fin-like, behind which are their small gill slits. Their hands and feet are webbed, and their skin is scaled. They are usually dull blue or green in color. Sahuagin culture reflects the concept that might determines right, and they are sadistically cruel to weaker beings. They are the bane of fishermen and mariners, as sahuagin are always on the hunt for plunder and war. They show little mercy and leave few survivors behind. They have a particular hatred for mermen and will endeavor to slay them whenever they can.

Sahuagin build underwater castles constructed of rock and coral. They live in communities of 20 to 80 in number. On rare occasions, large castle-kingdoms are created by a sahuagin warlord that rule over several hundred sahuagin.

Sahuagin delight in taunting and harassing enemies before killing them. They attack by disabling a boat or separating some unfortunates from their comrades. Their victims are then killed one by one, in horrific fashion, or simply dragged off to drown in the ocean's depths. Sahuagin favor long stabbing polearms and knives in battle. They wear armor fashioned from coral rock. They are not adapted to breathe air, having only gills, and thus will begin to drown if removed from the water. Sahuagin can communicate with sharks, and often use them as mounts. The Sahuagin is a playable race, at the Referee's option. Simply choose a class as normal, replacing HD and attacks with class abilities, then add the racial abilities under the "Special" column.

Scorpion, Giant: Giant scorpions are aggressive, predatory creatures that will attack anything the view as prey on sight, including humans and demi-humans. They range from black to brown or scarlet in color, and make an unnerving clacking sound as they move. They are blindingly fast and not to be underestimated.



Sea Cat: These vicious creatures have the upper body of a panther combined with the

lower body of a seal or walrus, the whole covered in iridescent scales. They are violent apex predators of the seas, competing with sharks for similar food sources, among their favorite being the more docile hippocampus. Thus, Sea Elves that breed Hippocampi often have to contend with constant attacks from prides of Sea Cats attempting to feast on their livestock. For all of this, Sea Cats can be domesticated if captured as kittens, and some Sea Elves and Locathah have done so, though the creatures make poorer mounts than pets.

Shark: If there is a truly top-rung apex predator in the sea, it's the shark. With species ranging from 7 inches to 17 feet in length, sharks travel in schools and are eating machines, built only to consume meat. The most dangerous situation to be in is wounded near a school of sharks, for the smell of blood in the water sends them into a feeding frenzy where they will fight with blind rage to tear apart their prey. Their natural enemies are dolphins and sea cats.

Spider, Giant: Giant spiders come in as many varieties as their more common counterparts, which is to say there are thousands of species and subspecies, each with its own characteristics and social traits. The one thing they all share is that they are hunters, and the larger the spider, the larger its prey. Few spiders have lethal poison, most being paralytics that enable the arachnid to feed from its prey at its leisure, draining the vital fluids and moisture from the body, but there are select species with deadly poisons—the brown recluse, or fiddleback, comes to mind, this creature having a neurotoxic venom that is easily Class 4, if not higher.

Swarm: hundreds of rats, clouds of locusts, schools of carnivorous fish. These are all examples of swarms. Swarms are defined by two of their three special abilities:

Swarm, and Engulf. A swarm can sweep over a victim, doing full swarm damage so long as the victim is engulfed, making them deadly encounters indeed. Worse, some swarms may inflict additional effects such as poison or disease. The method of adjudicating swarms is listed under the Swarm special ability. Insects, in general, see one member of the swarm killed per point of damage dealt, but only bashing weapons such as clubs, maces, or bare hands will do the trick. Edged weapons have no effect against such diminutive creatures as bugs. Of course, area effect attacks such as a fireball will deal full damage to every creature in the area, so a swarm of locusts can be devastated by a fireball, but the tradeoff is that if there are any allies in the area...so will they.

Whale: The largest natural mammals in the world, whales are majestic creatures who live beneath the waves of the world's oceans. There are hundreds of species, most feeding on small fish and plankton and relatively docile unless provoked. They are hunted by sharks and sea cats, and by human and humanoid whalers who use the blubber, oil, meat and bone for food, perfume, medicine, and art. Whales are exceptionally intelligent, some approaching (possibly exceeding) the intellect of humans, and they have a fully articulate spoken language consisting of clicks, whistles, and groans which is beautiful to hear and is known popularly as "whale song."

Wolverine, Giant: one of the most vicious creatures in the world and the largest member of the weasel family, a normal wolverine can approach the size of a medium-sized dog. Giant ones can grow to nearly the size of bears. When provoked a wolverine will often fight to the death, being consumed with blood frenzy that drives it to tear its victims to shreds. A hungry giant wolverine is a force to be reckoned with, and a group a force to be feared.



APPENDIX

INTRODUCTION

Welcome to the appendix of the Deluxe edition of *Monstrous Mayhem*. Herein you will find errata for the early printings of *Spellcraft & Swordplay*, as well as some additional optional rules options that didn't exist in the original version of this work. We put them in an Appendix for exactly that reason; to make perfectly clear what the new material is, in this book. We hope you enjoy what we have to offer.

THUG RULES (OPTIONAL)

Many sword and sorcery tales feature the heroes hacking and slashing through hordes of nameless armored troops or battling mobs of thugs in city alleys and ruins. These rules are an optional addition that will allow Referees to quickly resolve such situations while maintaining the drama of actual combat.

STEP ONE: CLASSIFY THE GROUP

The first step is to give each player character an attack and defense rating based upon their weapons and armor. This requires some judgment on the part of the Referee, but general guidelines are given.

TABLE: ATTACK RATINGS

Rating	Weapon Types
Light	club, dagger, fist or foot, flail/chain, hand axe, short sword, thrown/sling
Medium	crossbow, long sword, mace/club, morning star, short bow, spear, staff
Heavy	battle axe, heavy mace/war hammer, lance, pole arm/halberd, two-handed sword

Defense Ratings are simply based upon the type of armor the character is wearing: light (AC 1-3), medium (AC 4-6) or heavy armor (AC 7-8; see *S&S* p. 95)

STEP TWO: CLASSIFY THE ENEMY

Since thugs are generally cutout villains, they should all be armed and armored in

generally the same fashion; just give them an attack and defense rating based on typical arms and armor. A group of ne'er-do-wells in a bar, for example, would be wearing padded at best and carrying knives, chains, and clubs. They would have Light for both Attack and Defense ratings.

"Leader" types and named villains should have stats and fight as normal PCs, not as thugs.

STEP THREE: FIGHT!

Initiative is determined as normal (*S&S* p. 91). Compare the attacker's Attack Rating against the Defense Rating of the target on the chart below to find out how many dice to roll for attack, and what the target number is for a successful hit.

TABLE: COMBAT RATING AND TARGET NUMBER

Attack	Defense		
	Light	Medium	Heavy
Light	1d per level/HD, TN 5	1d per 2 levels/HD, TN 5	1d per 2 levels/HD, TN 6
Medium	1d per level/HD, TN 4	1d per level/HD, TN 5	1d per 2 levels/HD, TN 5
Heavy	1d per level/HD, TN 3	1d per level/HD, TN 4	1d per level/HD, TN 5



In addition, if the thugs are single-hit-die enemies, Warriors (and only Warriors) are treated as being double their normal hit dice when consulting the chart. Thus, a second level Warrior battling a group of single-hit-die thugs is treated as a fourth level Warrior. Always round up when determining attack dice, so that a third level character attacking (Light) against a Medium defense gets 2d.

In this system, a thug can take a number of hits equal to its hit dice before being removed from play. Player characters, on the other hand, suffer dice of damage equivalent to the number of hits the thugs gain. While player characters attack individually, thugs always attack in groups, tallying hit dice of all members of the group to determine the attack capability.

EXAMPLE OF COMBAT

Joe (Level 3 Warrior), Mona (Level 4 Rogue), and Alice (Level 3 Priest) get into a nasty bar fight. Weapons come out.

Mona wears studded leather armor and wields a long sword, giving her an Attack

Rating of Medium and a Defense of Medium.

Alice is armed with a mace, so she attacks as Medium, and wears chainmail, which is a Medium Defense.

Joe is wearing leather armor and carrying a two-handed sword; he attacks as Heavy and defends as Light. The thugs, on the other hand, are wielding knives, short swords, and broken bottles, and wearing heavy clothing and leathers. They attack and defend as light. The thugs are one hit die each, and there are 15 of them.

Initiative is checked and the heroes win. Joe goes first. Checking the table, his heavy attack against their light defense gives him one die per level with a target number of 3. Better yet, he's a Warrior, so he is treated as being double his level—he gets 6 dice! He rolls and gets 6, 2, 5, 3, 4, 3. Five of his dice hit! Since the thugs are only 1 HD and thus can take only 1 hit each, five of them drop under Joe's onslaught.

Now it's Mona's turn. A 4th level Rogue, she checks the chart for her Medium attack vs. the thugs' Light defense. She gets 1 die per level with a target number of 4. She's 4th level, so she rolls 4 dice and generates 4, 1, 6, and 1. Not as good as Joe—Mona only drops two. There are now 8 thugs left.

Alice, the level 3 Priest, steps up to the plate. Just like Mona, she gets 1 die per level with a target number 4. She rolls and gets 2, 4, and 4—she takes out two more!

Now the remaining 6 thugs go. The thugs, being, well, thugs, attack as groups, combining their hit dice into one onslaught. They decide to send four thugs against Joe (clearly the biggest threat), and one each against Mona and

Alice. The first group of thugs roll 4 dice (4 thugs) against Joe, needing a Target Number of 5 to hit him—he's defending as Light. They roll 2, 2, 4, and 1—not a single hit!

One of the two remaining thugs goes after Mona—he's light against her Medium armor. He only gets a single die and needs a 5 to hit her. He gets a 2; no good!

The last thug targets in on Alice's drone. Like the thug against Mona, he gets a single die and is looking for 5 or better. He gets a 6! Alice takes 1d6 damage.

Combat progresses from here until one side retreats, surrenders, or is utterly defeated. At the Referee's option, Morale can be checked for a group of thugs who lose more than 50% of their force.

OFFICIAL ERRATA AND CLARIFICATIONS FOR SPELLCRAFT & SWORDPLAY, FIRST PRINTING

This section contains all collected errata for the first printing of Spellcraft & Swordplay. It is not applicable to any copy of the work purchased after September 12, 2008; any editions of S&S with a white cover, or with spine text that is *not* in all capital letters need this errata. Editions with the black cover and spine text in all caps can ignore this section and skip to "Second Printing Errata", on p. 100 (which is thankfully far more sparse!)

P. 2: Larry Elmore's website is:
<http://www.larryelmore.com/>

P. 2: "under the Open Game License version 1.0a" is repeated twice.

Page 8, Table 1: Ability Check Modifiers lists "5-7" and then "9-10." It should be "8-10."

Page 8, Strength: References to "Fighters" should be references to "Warriors."

Page 10, Table 6: Charisma has the same issue as the Ability Check Modifiers table on Page 8.

Page 12: Instead of treating Wizards and Warriors as though their AC is one lower

than it is (given how AC works in this game) Elves simply gain +1 to hit in this situation.

Page 17, Bane of the Dead: The calculation for undead morale is wrong (it would in effect get better against higher level Priests using that formula!). It should be "4 plus the Priest's level (maximum 11)."

Page 18, second paragraph: "Thieves don't have the hit dice of fighters..." should be Warriors, not fighters.

Page 18, Thief Abilities, to the end of the first paragraph, add:

"In addition, all Thieves should add their full Dexterity score to their base chance of success on Locks, Traps, Pilfer, and Stealth skills. Thus, a first level dwarf Thief with a Dexterity of 17 will have a Remove Traps skill of 17 (Dex) + 15 (Dwarf) + 10 (1st level) = 42%. See Pages 19 and 21 for more information on racial and level advancement bonuses. All skills have a maximum rating of 99%; a roll of 00 always fails.

"When checking for success, the Referee should grant a bonus of 5% for every level

above the opponent the Thief is, or a penalty of 5% for every level below the opponent the Thief is. Thus, when a first level Thief tries to disarm a trap set by a third level Thief, he suffers -10% to his skill. When a third level Thief tries to sneak up on a first level character, he gains +10% to his stealth skill. If the opponents consist of multiple characters (ie. a trap set by two thieves), penalties or bonuses are cumulative. Thus, a fifth level Thief trying to disarm a trap set by a sixth and seventh level Thief, he suffers -5% for the sixth level and -10% for the seventh, for a total penalty of -15%. If the trap was set by a fourth and sixth level Thief, there is no penalty or bonus, as the -5% from the sixth level is offset by the +5% from the fourth level."

Page 28: Polymorph Self description is truncated. The sentence completes, "...or supernatural abilities, at the discretion of the Referee."

Page 34: "a stone golem would become a flesh golem" is an anachronism, as golems are not listed in the monster section. Replace this with, "An animated statue would essentially become a Frankenstein monster, but..."

Page 37, Dispel Evil. Given the way AC works, rather than granting a +4 bonus to the caster's AC, the spell should impart a -4 penalty to opponents' chances to hit the caster in combat.

Page 45, Ability Checks. Characters gain +1 to ability checks at first level and every multiple of three thereafter (ie. 3, 6, 9, etc.) Also, adjust ability check modifier table as follows:

Basic	+6
Easy	+4
Simple	+1
Moderate	No Modifier
Difficult	-2
Very Difficult	-4
Heroic	-6

Amazing	-8
Unbelievable	-10
Unimaginable	-12

Page 47, Base Movement Rates: movement rates are per round.

Page 52, Attack: "subtract your opponent's Dexterity reaction modifier (if any)," should read, "account for your opponent's Dexterity, if the opponent is a Warrior."

Page 54, The Melee Attack Matrix by weapon should include "Fist or Foot, human-sized or smaller" and with armor class 1 has a target of 7, against AC 2 has a target of 9, and against all other ACs is "-".

Page 54, There are typos in the "Ranged Attack Matrix," as follows:

For slings, both AC 7 and 8 should read "2/-/-".

For Light Crossbows, AC 8 should read "2/2/-".

Page 55, before "Damage," insert the following:

"UNARMED COMBAT"

Unarmed combat is generally possible only between unarmored opponents. A kick or fist does very little damage against someone clad in any armor heavier than padded. If a character wishes to attempt to punch an armored opponent (assuming the face or other unarmored area is accessible), his "to hit" roll is adjusted by the opponent's Dexterity as though his opponent was a Warrior regardless of class. Damage from unarmed attacks is temporary, healing at one point per hour, unless the attacker is wearing metal gauntlets, in which case damage is 'real,' that is, treated like any other weapon damage.

"Characters fighting with spiked gauntlets should be treated as wielding knives."

Page 61, Healing refers to the Paladin's ability to lay on hands. It should reference the Paladin and Priest's ability to lay on hands.

Page 62: The Saving Throw Matrix lists "Fighters." This should be "Warriors."

Page 74: Lycanthropy lists the poison table as being on page 21. It's actually on page 20.

Page 75: Poison has the same reference error.

Page 76, before "Monster Creation" insert the following:

"MONSTER COMBAT

In general, monsters attack as fighters with levels equivalent to the monster's hit dice. If a monster's attack routine contains more attacks than would normally be allowed to an equivalent level fighter, the monster's attack routine trumps the hit dice limit. Thus, if a 2HD monster has a claw, claw bite attack when normally he'd only have 2 attacks, he still gets his claw, claw, and bite. If the monster has neither a hand or bite attack, use its least effective attack form as its base attack.

However, if a monster's routine contains *fewer* attacks than he would normally be allowed, he gains one extra base attack per attack he would normally have. This base attack is always a "hand" strike (claw or slam) if the creature has hands or forelegs, and is always a bite otherwise. Thus, a monster with 8 HD who has a claw, claw bite routine gains his claw, claw, bite, then gains 4 more claw attacks, for a total of 7 attacks total.

"MORALE FOR MONSTERS

all living monsters have a morale rating of 11 minus their hit dice, to a minimum of 3. Intelligent undead monsters have a morale rating of 12 minus the monster's hit dice, plus (if applicable) the hit dice of a cleric attempting to use "Bane of the Dead" upon them (minimum of 3). Non-intelligent creatures such as black pudding, zombies, and skeletons have no morale under normal circumstances, but see "Bane of the Dead," on page 17."

Also add:

"ABILITIES FOR MONSTERS

When making ability checks for monsters, assume an ability check bonus equal to +2 per three hit dice (or fraction thereof) the monster has."

Page 78, Experience per Hit Point should read as follows:

Experience Per Hit Point: A monster's hit point total influences the amount of experience it confers. To calculate this, simply multiply the number of hit points by the hit dice of the creature, and divide by 2. For example, a 5 HD creature has an average of 18 hit points. The base is 160 experience points plus 5 experience points per hit point. 90 extra experience points would be awarded for this creature, for a total of 250.

Page 80, Dragons, Third Paragraph, first sentence. This reads: "Dragons come in four types: Fire, Ice, Storm, Swamp, and Poison."

It should read: "Dragons come in five types: Fire, Ice, Storm, Swamp, and Forest."

Page 82: Elemental Experience by Hit Dice is...strange. Eliminate the table and replace it with:

Elemental Experience by Hit Dice: Calculate XP for elementals based upon the guidelines found on page 78. Elementals of Class 1 and 2 have Special Abilities 1 and 2. Elementals of class 3 and 4 have Special Abilities 1, 2, and 3.

Page 89: Nixies. Nixies can use Charm Monster as a 10th-level Wizard (5/2). They may cast as often as they like and do not forget the spell on a failed roll.

Page 100, Rod of Cancellation: Delete the parenthetical note regarding a sphere of annihilation, as this item is not included in the S&S rule book.

Page 103, Staff of the Woodlands. Instead of summoning hard wooden splint armor, the staff's barkskin ability conjures "Hard wooden armor with protection equivalent to studded leather or scale mail."

Page 105, Treasure Table:

Extraordinary Items should only encapsulate "% to have" and "# Items." This is a table formatting error; GP Value Adjustment is not part of the Extraordinary Items entry.

The Treasure Table, which was excerpted and modified from another OGL source, unfortunately uses all die types. The corrected version of this table is included on page 5 of this document.

Table 4 lists Artifacts, but no rules for artifacts have yet been listed. For the time being simply increase Rods, Staves and Wands to 91-98, and Cursed Items becomes 99-00.

The following spells need to be added to the spell list:

Cause Fear (Level 4 Wizard, Level 3 Priest) Panic and terror race through the hearts of the creatures affected by this spell if they fail a Charisma-based saving throw, causing

them to flee from the caster as fast as possible. The creatures cower in abject horror if cornered, and if forced to confront the caster, any effected creature suffers a -2 penalty to all rolls. It effects all enemies of the caster in a 25 foot x 25 foot area.

Cone of Cold (Level 4 Wizard) A cone of extreme cold shoots from the caster's hand, mouth, or other focus of the caster's choosing (so long as the caster chooses a part of his own body, or an item he is currently holding) affecting an area 50 feet long that is five feet wide at the point of origin and 15 feet wide at its farthest point, causing 1d6 points of damage, plus 1d6 per caster level. All within the cone's path may make a Dexterity-based save to halve the damage dealt.

Dancing Lights (Level 1 Wizard): Depending on the version selected during casting, the caster creates up to four lights that resemble lanterns or torches (and provide the same amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within 20 feet of each other, but otherwise move as the caster desires (no concentration required): forward or back, up or down, straight or turning corners, etc. The lights can move up to 100 feet per round. A light winks out if its distance from the caster exceeds the spell's range. A creature that interacts with a dancing light gets a Wisdom-based saving throw to recognize it is an illusion.

Remove Blindness or Deafness (Level 3 Priest) This spell cures either blindness or deafness whether normal or magical in origin in one target. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

The reverse of this spell, *Cause Blindness or Deafness*, causes the creature touched to become blinded or deafened, as chosen by

the caster if he fails a Constitution-based saving throw. Blind characters suffer all the effects of blindness listed on pages 61-62. A deafened character suffers a -4 penalty on initiative and has a 25% chance to miscast and lose any spell that he tries to cast. Remove blindness or deafness counters and dispels the reverse of the spell.

RULES CLARIFICATIONS

All hit dice--characters and monsters--are rolled with d6's. This is not as clear in the text as it should have been. However, Referees wishing to "power up" their games somewhat can use d10's as hit dice; if this is done, each monster should see $2.5 \times$ (monster's HD) in Hit Points (round down) added to its species average, and average XP adjusted accordingly.

When a Thief uses a Vital Strike, that only applies to his *first* attack in the round. When an assassin attempts to assassinate, he gains no other attacks that round, regardless of how many attacks he would normally have.



CORRECTED TREASURE TABLES

TABLE 1: TOTAL TREASURE DETERMINATION

Type	Coins		Gems		Extraordinary Items		Magic Items	
	4d6 result*	Value (GP)*	# Gems	Value (GP) Adjustment	4d6 result*	# Items	4d6 result*	# Items
1	5	1d6+2(x10)	1d6-2	-10	5	1d6-3	5	1
2	6	3d6(x10)	1d6-1	-8	7	1d6-2	6	1
3	7	4d6(x10)	1d6	-6	9	1d6-1	7	1
4	8	6d6(x10)	1d6+1	-4	11	1d6	8	1
5	9	2d6(x50)	1d6+2	-2	13	1d6	9	1d6-3
6	10	4d6(x50)	1d6+3	—	15	1d6+1	10	1d6-3
7	11	6d6(x50)	1d6+4	—	17	1d6+2	11	1d6-3
8	12	8d6(x50)	1d6+5	—	19	1d6+3	12	1d6-3
9	13	3d6(x100)	2d6+2	—	20	1d6+4	13	1d6-2
10	14	5d6(x100)	2d6+4	—	20	1d6+5	14	1d6-2
11	15	8d6(x100)	2d6+5	—	20	1d6+6	15	1d6-2
12	16	10d6(x100)	2d6+6	—	21	1d6+7	16	1d6-2
13	17	3d6(x200)	2d6+4	—	21	2d6-2	17	1d6-1
14	18	6d6(x200)	2d6+7	+2	21	2d6	18	1d6-1
15	19	1d6x10(x200)	2d6+6	+4	22	2d6+2	19	1d6-1
16	20	2d6x10(x200)	2d6+7	+6	22	2d6+4	20	1d6-1
17	21	7d6(x400)	2d6+8	+8	23	2d6+4	21	1d6
18	22	8d6(x400)	2d6+9	+10	23	2d6+6	22	1d6

TABLE 2: GEMSTONES

2d6	GEMSTONE	GP VALUE
2-3	Amber, amethyst, jadeite	5
4	Precious opal, banded eye, malachite	10
5	Moonstone, pearl, lapis lazuli, tiger eye	25
6	Bloodstone, white agate, violet-blue sapphire	50
7	Whitish moonstone, common opal,	100
8	Green nephrite, peridot, amethyst	250
9	Violet or green garnet, fire opal, topaz	500
10	Emerald, black opal, tourmaline	1000
11	Star ruby, jade, sapphire (other than blue)	2500
12	Diamond, blood red ruby, blue sapphire	5000

TABLE 3: EXTRAORDINARY ITEMS

2d6	TYPE*
2-4	Expert weapons**
5-6	Jewelry
7-8	Worn & Ceremonial
9-10	Hand Crafted Items
11-12	Antiquities

*Roll on Gemstones table for GP value of item

**Expert Weapons grant non-magical +1 to hit or damage (not both)

TABLE 4: MAGIC ITEM DETERMINATION

4d6	TYPE
4-7	Potions
8-11	Scroll
12-14	Weapon
15-17	Armor
18-19	Miscellaneous Magic
19-20	Rings
21-22	Rods, Staves, Wands
23	Cursed Items
24	Artifacts

SECOND PRINTING ERRATA

The following Errata is applicable to both the First Printing and the Second Printing.

Page 9: Dexterity Reaction Adjustment and Constitution Save bonus should both be replaced with the standard Check Modifiers found in *Ability Table 1* (page 8).

Page 12, Halflings: Halflings fire slings and thrown weapons as though they were *short bows*, not long bows, unless their Strength would increase thrown range beyond that of a short bow, in which case they use their Strength-based range.

Page 45: for all ability checks in *S&S*, a result of 11 is now considered a standard success, rather than 12.

Page 46: The bit about *Elves, Dwarves, and Thieves* on page 46 is very poorly worded. The following is errata for it, and an expansion to the rule. This text should replace that currently in the book under the "Elves, Dwarves, and Thieves" heading.

Hearing noise is a standard 2d6 Wisdom check. Thieves should use their ability modifier in addition to their hear noise bonus when rolling to hear noise.

Searching for secret doors is done with a Wisdom check for most characters; elves and dwarves (the latter assuming the hidden opening is constructed from stonework) get an automatic 1d6 roll to notice the door/compartiment when they pass, as described under those races. The Thief ability to "remove traps" should be the same as the ability to find traps (and secret doors). This ability should be "Find and Remove Traps," and applies to secret doors as well. For elf and dwarf thieves, their racial ability supersedes the Thief ability; they use their racial ability first, to notice a secret door/hidden compartment or passage as they pass...if that fails, they

can then make a standard check as a Thief to find secret doors or traps if they choose to search.

Page 54, Table 3 *footnote:** Should read, "as explained on page 47."

Clarification: Hurlled ranges in inches are rounded off normally. Thus, a character with a STR of 18 has a short range of 9 feet, medium of 18 feet, and long of 36 feet, or 2/4/7 inches.

Page 60, Flanking: When flanking, each character gains +1 to hit the flanked opponent, and the opponent may only add any Dexterity reaction against one of the flankers. Thieves may always back stab flanked opponents.

Page 69, "Human": The movement rate for Humans is given as 90' in the monster table. This is an error. It should be 60'.

Page 78, Experience Per Hit Point: The example base XP earned for a Monster on are double what the chart gives. Using the Chart, a 5HD creature with average 18 HP's, should have a base XP of 80 (not 160) + 90 (5 per HP/2) for a total of 170 (not 250).

Add the following spell:

Enchant Item (6th level Wizard): This spell prepares an object to accept magical power. The item must be continually held during the casting. During this time, the caster may not be interrupted, and must always be within 1' of the item being enchanted. At the end of the spell, the caster will make a saving throw based on Intelligence versus magic (the Wizard is saving for the item); if he succeeds the spell is completed and, in the case of weapons or armor, the item now has a +1 enchantment. Further castings of this spell,

taking 1d6 days each, can increase this base enchantment by +1 per successive casting.

Once the spell is finished, the Wizard may begin to place magic into the item, the spell to actually grant power the item must be cast within 24 hours or the process starts all over. Again, during casting the item must be held and must always be within 1' of him during rest. This procedure holds true for any additional spells, and each successive casting must be begun within 1 day of the last.

No magic placed on or into an item is permanent unless this spell is used a second time as a finishing touch, and this always runs a risk of draining a point of Constitution from the magic-user casting the spell (5% chance per level of the spell cast into the item).

Other guidelines for the creation of magic items are found under the Wizard character class.

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